BRITAIN'S BEST SELLING COMMY 64 GAMES MAGAZINE

SEPTEMBER 1990

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YC

C64 C128



EXCLUSIVE! ! MONTY PYTHON'S FLYING CIRCUS REVIEWED

PULL-OUT TIME MACHINE POSTER

5 PAGES OF HINTS & TIPS WITH PRIZES TO BE WON! ! !

YC GOES TO MOMI

If there's no tape on this cover, ask the Newsagent where the blinking flip it's got to!

CHECK THIS OUT 4 CHILLIN' FREE GAMES

GAMES INSIDE:
TIME MACHINE
BLOODWYCH
SHADOW WARRIORS
MEAN STREETS
AND MANY MORE!

09
9 770269 827014

...it's dynamite!

POWER CARTRIDGE

FOR YOUR COMMODORE

64/128

"...unbelievable value for money" ZZAPP! Dec 89

* POWER TOOLKIT
* POWER MONITOR
* TAPE & DISK TURBO
* PRINTERTOOL
* POWER RESET
* TOTAL BACKUP

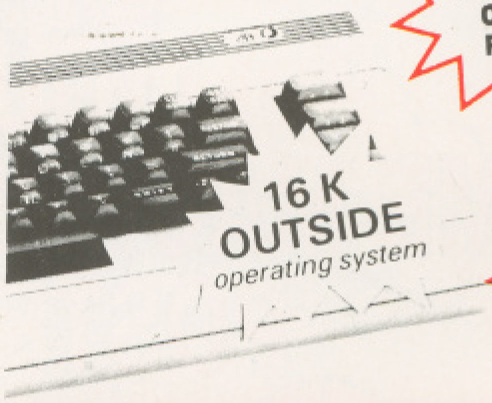
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..."highly recommended for C64 users" CCI Jan 90

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POWER TOOLKIT

A powerful BASIC-Toolkit (Additional helpful commands) that considerably simplifies programming and debugging.

AUTO	HARDCAT	RENUMBER
AUDIO	HARDCOPY	REPEAT
COLOR	HEX$	SAFE
DEEK	INFO	TRACE
DELETE	KEY	UNNEW
DOKE	PAUSE	QUIT
DUMP	PLIST	MONITOR
FIND	ILOAD	BLOAD

RENUMBER : *Also modifies all the GOTO's GOSUB's etc. Allows part of a program to be renumbered or displaced.*

PSET : *Set up of printer type.*

HARDCAT : *Prints out Directory.*

The toolkit commands can be used in your programs.

DISK TOOL

Using POWER CARTRIDGE you can load up to 6 times faster from disk.
The Disk commands can be used in your own programs.

DLOAD	DVERIFY	DIR
DSAVE	MERGE	DEVICE
DISK		

MERGE : *Two BASIC programs can be merged into one.*

DISK : *With DISK you can send commands directly to your disk.*

TAPE TOOL

Using POWER CARTRIDGE you can work up to 10 times faster with your data recorder. The Tape commands can be used in your own programs.

LOAD	SAVE	VERIFY
MERGE	AUDIO	

POWERMON

A powerful machine language monitor that is readily available and leaves all of your Commodore memory available for programming.
Also works in BASIC-ROM, KERNAL and I/O areas.

A	ASSEMBLE	I	INTERPRET	S	SAVE
C	COMPARE	J	JUMP	T	TRANSFER
D	DIS-ASSEMBLE	L	LOAD	V	VERIFY
		M	MEMORY	W	WALK
F	FILL	P	PRINT	X	EXIT
G	GO	R	REGISTER	$	DIRECTORY
H	HUNT				DOS Commands

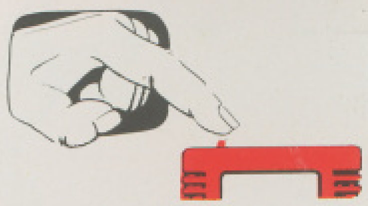
PRINTERTOOL

The POWER CARTRIDGE contains a very effective Printer-Interface, that self detects if a printer is connected to the Serial Bus or User-Port.
It will print all Commodore characters on Epson and compatible printers.
The printer-interface has a variety of set-up possibilities. It can produce HARDCOPY of screens not only on Serial printers (MPS801, 802, 803 etc) but also on Centronic printers (EPSON, STAR, CITIZEN, PANASONIC, etc).
The HARDCOPY function automatically distinguishes between HIRES and LORES. Multi-colour graphics are converted into shades of grey. The PSET functions allow you to decide on Large/Small and Normal/Inverse printing.
The printer PSET functions are:

PSET 0 - *Self detection Serial/Centronics.*
PSET 1 - *EPSON mode only.*
PSET 2 - *SMITH-CORONA mode only.*
PSET 3 - *Turns the printing 90 degrees!!*
PSET 4 - *HARDCOPY setting for MPS802/1526.*

PSET B - *Bit-image mode.*
PSET C - *Setting Lower/Upper case and sending Control Codes.*
PSET T - *All characters are printed in an unmodified state.*
PSET U - *Runs a Serial printer and leaves the User-port available.*
PSET Sx - *Sets the Secondary address for HARDCOPY with Serial Bus.*
PSET L1 - *Adds a line-feed, CHR$ (10), after every line.*
PSET L0 - *Switches PSET L1 off.*

POWER RESET



On the back of the POWER CARTRIDGE there is a Reset Button. Pressing this button makes a SPECIAL MENU appear on the screen.
This function will work with many programmes.

CONTINUE - *Allows you to return to your program.*

BASIC - *Return to BASIC.*

RESET - *Normal RESET.*

TOTAL BACKUP DISK - *Saves the contents of the memory onto a Disk. The program can be reloaded later with BLOAD followed by CONTINUE.*

RESET ALL - *RESET of any program.*

TOTAL BACKUP TAPE - *As BACKUP DISK but to TAPE.*

HARDCOPY - *At any moment, prints out a Hardcopy of the screen. Using CONTINUE afterwards you can return to the program.*

MONITOR - *Takes you into the Machine language Monitor.*

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TRADE AND EXPORT ENQUIRIES WELCOME

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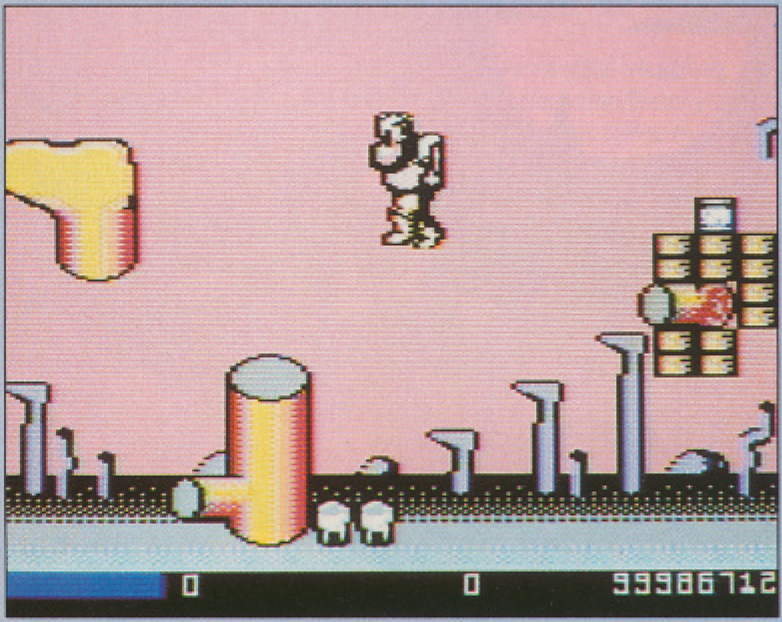
REVIEWS

ON THE TAPE

4 FREE GAMES!!! Can you believe it? Yep YC shows no bounds with yet another collection of mega games from Commodore Disk User. You may recognise a few of them but there can be no doubt that they're the best you'll get on the front of ANY magazine. If this isn't value for money, what the hell is?

FEATUROONIES

Two of the YC team go down to the South Bank and laze around for a few hours in one of London's hottest tourist attractions. Rik even gets interviewed by Bazza Norman, and the most exciting thing Jeffrey did was to eat a whopping big ice cream, erm... Loosen up man, loosen up!



MONTY PYTHON'S FLYING CIRCUS - It's surreal thing! In this incredible game based on the strangest comedy programme to ever appear on British TV, you get to play first a man with a hanky on his head, then a fish with a hanky on its head, then a bird with a hanky on its head... Now we know what Madonna's 'Hanky Panky' was all about. Publicity stunts these days!!!



TIME MACHINE - I loov flitting aroond time, me! The Rooman Erge. The Vykin Erge. I been everywhere I 'ave. The oonly trooble is that I leave big ooles in corn fields whenever I lands me Time Machine! Oor well, I think al goo ta Boogner Regis next taam!

REGULARS

Do pirates harm the industry? Of course they do thicko!

What happenin' in Softwaresville, and where did Rik go on Friday 13th July?

5 pages of mega pokes, tips and doodahs to clear those stuck-in-mud blues.

Loads of Monty Python goodies for you to say "fish" to!

The posty with the mosty tries to answer your letters, and fails miserably.

Rik checks out loads of comics and Robocop 2.

Flame discovers what it is like to visit a hamburger joint?

Puzzles galore, and much, much more!

POSTERS




FLIMBO'S
Quest
Take one innocent character, Flimbo, add a very broken heart, a pinch of heroism and one delicious damsel in distress.
Sprinkle a host of cameo roles featuring a derranged professors genetic mutations and you would be mixing the ideal ingredients of a cartoon style adventure game – par excellence.
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C+VG HIT!
STAR PLAYER
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OH SO SERIOUSLY CUTE . . .!
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But First This..

It was quite amusing to read in a certain other rag claiming to do Commy 64 reviews that we're 'dead', kaput, no more, that we have ceased to be. I know that we missed an issue on the shelves but that doesn't mean that you're pushing up the daisies, does it? Does that mean that if I miss footy training one Sunday I should be cremated or buried or something? Well, you know what they say about chickens and hatching and all that. A case of foot-in-mouth methinks.

Well gripes is gripes and on to lighter thangs. The new look YC gets more and more funky, and has everything that a Commy 64 owner could want, ie. games, games and more games, but you know that already, do you not, John?

The best news is that we're still treading water and when we have learned to do our ten metres doggy paddle, then you're in for some hot poopy stuff.

But putting my serious cap on for a moment, another point I'd like to put my grubby finger on is the subject of software piracy. Don't do it! It's not fair for someone, anyone, to take money out of the mouths of programmers, development teams, journos, and even the largest of software houses. Grandslam is gone, and so is Tynesoft, and God only knows how many more will bite the dust if this disease carries on for much longer. And anyway for every game that you rip off, the less money there is to be spent on the next release, thus making for a poorer product. We all lose in the end. Be sensible robbery is robbery no matter what tint your shades are.

That's it for now. I'll catch ya at the show (the ECES) in September probably (I'll be the one hanging around PRETENDING to be drunk), until then hang loose.

Rik Henderson



WHAT'S CHILLIN' AT VIRGIN

Forget the other charts. London's West End is where it's happenin', and YC and Virgin Games Centre bring you the hottest in box moving info.

TOP 10 CASSETTES

1. Vendetta (System 3)
2. Turrican (Rainbow Arts)
3. Flimbo's Quest (System 3)
4. Int. 3D Tennis (Palace)
5. Klax (Domark)
6. Kick Off 2 (Anco)
7. Tetris (Mastertronic)
8. World Cup 90 (Genias)
9. Pipemania (Empire)
10. Emlyn Hughes' Int. Soccer (Audiogenic)

TOP 10 DISKS

1. Champions of Krynn (SSI)
2. Int. 3D Tennis (Palace)
3. Vedetta (System 3)
4. Escape from the Planet of the Robot Monsters (Domark)
5. Emlyn Hughes' Int. Soccer (Audiogenic)
6. Flimbo's Quest (System 3)
7. Die Hard (Activision)
8. Gunship (Microprose)
9. Impossimole (Gremlin)
10. Storm Across Europe (SSI)

OVERALL CHART

1. **Vendetta (System 3)**
Beat-em-up cum arcade adventure cum driving sim, and stonking it is too!
2. **Int. 3D Tennis (Palace)**
Superlative tennis sim with more options than a YTS.
3. **Champions of Krynn (SSI)**
Role Playing masterpiece based on the Dragonlance books.
4. **Flimbo's Quest (System 3)**
Absolutely stunning cutesy game! Boiiiiinnnnggg!
5. **Emlyn Hughes' Int. Soccer (Audiogenic)**
Ancient footy game, still the best of it's kind.
6. **Turrican (Rainbow Arts)**
Loads of exploring and shooting and things in this immensely playable game.
7. **Klax (Domark)**
Brilliant brick building, blimey!
8. **Kick Off 2 (Anco)**
Sequel to THAT game, and okay if you're really into soccer.
9. **Tetris (Mastertronic)**
More brilliant brick building, bliming flip!
10. **Gunship (Microprose)**
Yonks old chopper sim, hee hee!

The 'What's Chillin' at Virgin' C64 chart is exclusively compiled for YC by Virgin Games Centre, 100 Oxford Street, London W1. Tel (071) 637 7911.

5 INCREDIBLE GREMLIN FACTS



★ 1) The big, green and 'orrible Gremlins hatch from rather cute, small and sickeningly cuddly Mogwais. In order to prevent this you must follow three rules. Never expose them to sunlight (or else they melt into a



squiggy mess), never get them wet (or they multiply), and never,



ever feed them after midnight.

★ 2) They have now appeared in two movies and there is already a third one planned.

★ 3) Both films were directed by Joe Dante, who is also known for his direction of The Burbs, Inner Space, and a rather nasty horror movie called The Howling. He is currently making a comedy film based on the comic strip hero Plastic man.



★ 4) The four new gremlins that appear in the second film are called Lenny, George, Daffy and Mohawk and have very funny individual characteristics.

★ 5) And... Erm... Elite has signed the license to do a game based on Gremlins 2, but I suppose you already knew that.

WISHING ON A STAR

Space is a very, very big place, and there's nearly as many games based on it than it contains stars. Accolade tends to disagree, 'cause here comes Star Control, a game for action game enthusiasts and strategy game fans alike.

Apparently, in the future we've got a big prob. Although there is this enormous star cluster, it cannot accommodate all the alien races that make up the Ur-Quan hierarchy and those that comprise the Alliance of Free Stars. So it time for a rumble, and a big battle is on the horizon with yourself deciding the outcome.

If you want you can even get a friend to join in the mayhem, and you can smeg them (or vice versa), ha, ha! And if your a bit dubious whether the fate of entire races should rest in your hands, you could let the computer handle either the arcade blasty section or the strategic bit, and you can control the other.

Star Control will be available around September time.

DATA

With Mr. Spam

SHAKING HANDS WITH THE DEVIL

US Gold has announced the imminent release of a new Capcom arcade conversion. This one deals with the controversial issues surrounding the Middle East, a tetchy subject that is normally best left alone.

But this time the fundamentalists have been ignored, and the plot focuses upon dodgy arms dealers (and gammy legs I should imagine) who would rather that the Middle Eastern wars didn't end so they could sell more and more of their powerful weapons. Now they're spreading terror much the same way that you'd spread marmite, 'cept they don't let it dribble out the side of their sandwiches.

You, as one of three characters - Mickey Simon (in a F-14 Tomcat), Shin Kazama (Tigershark), and Greg Gate (A-10 Thunderbolt) - have to fly around a bit blasting the bad guys and therefore doing your bit for worldwide peace. And there you have it.

U.N. Squadron offers simultaneous two-player shoot-em-up action and will soon be available on cassette and disk.

Also to come our way is a role-playing game (Aar Pee Gee) based on that flared hero of the cosmos best kept to a late night slot on Satellite television, and featuring all manor of stupid irritating metallic menaces, that make very bad sound effects kind of noises.

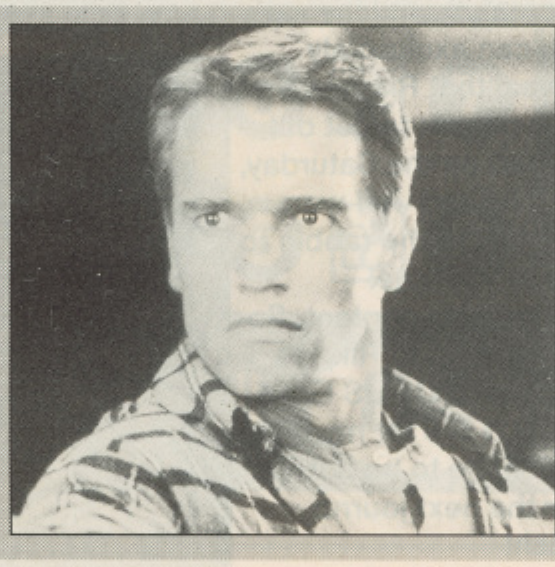
This'll be programmed using, roughly, the same system as the AD&D range, by SSI. And it is based on the TSR game of the same name, which surprisingly hasn't done very well.

Whether or not we'll see it appear on the commy this year is another thing entirely, but we can keep our fingers crossed can't we?
Biddee, bidee, biddee!

STOP PRESS!!! ARNIE IS BACK

Ocean has announced that it's grabbed what could possibly be the hottest new licence this Christmas.

Based on the new Arnie movie, Total Recall, we should expect to see pixelised pectorals in the shops around December sometime.



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WHEN THEY MET IT WAS...

On Friday 13th July, Rik, Jeffery Davy, Paul Rigby and a bunch of similarly unruly journos were invited to Loughborough at US Gold's bequest and to celebrate the release of Murder (last issue's cover game).

They all convened in a three star hotel and before they knew it, many, many pints of alcohol were placed before them, and then it was off for a large conference during which the heckles from a select few were rather more interesting than the speeches. Then there was enough time for a few games of pool in which a YC team made up of Paul and Rik narrowly lost to an Emap team (which almost made up for the drubbing we gave them at Terminator paintballing).

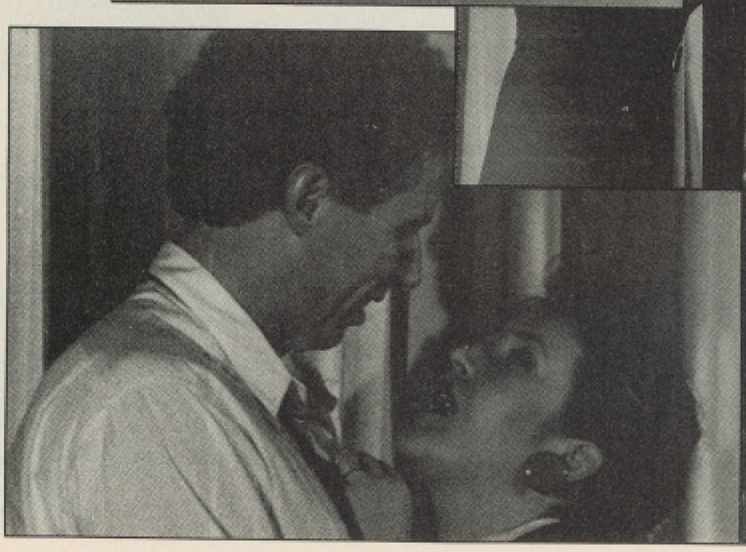
Then they were all herded onto an ancient coach and driven to this rather superb mansion in the middle of nowhere. And after more bevies everybody was treated to a slap up meal, and a comedy sketch performed by a few actors, in which Geoff Brown (US Gold's big boy) was publicly humiliated, and boy did everyone enjoy it!

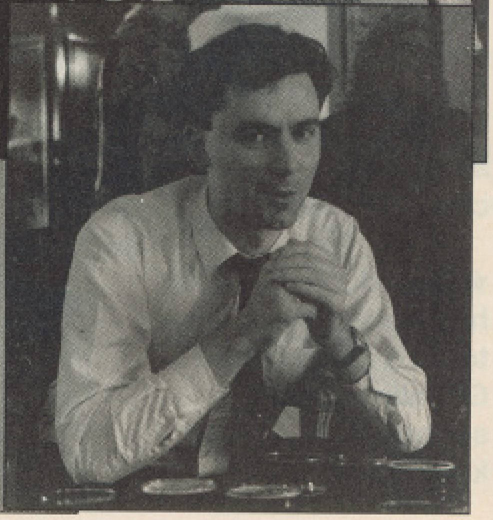
After returning back to the hotel and boogying down in a nightclub until the early hours, we can exclusively reveal that Rik was the last person to get out of bed on the Saturday, and he and Jeff were the last of the rabble to leave the hotel thoroughly content. So (according to Rik) it's a big hurrah to US Gold, and I'd like for my own presence to be noted for the next journo bash!

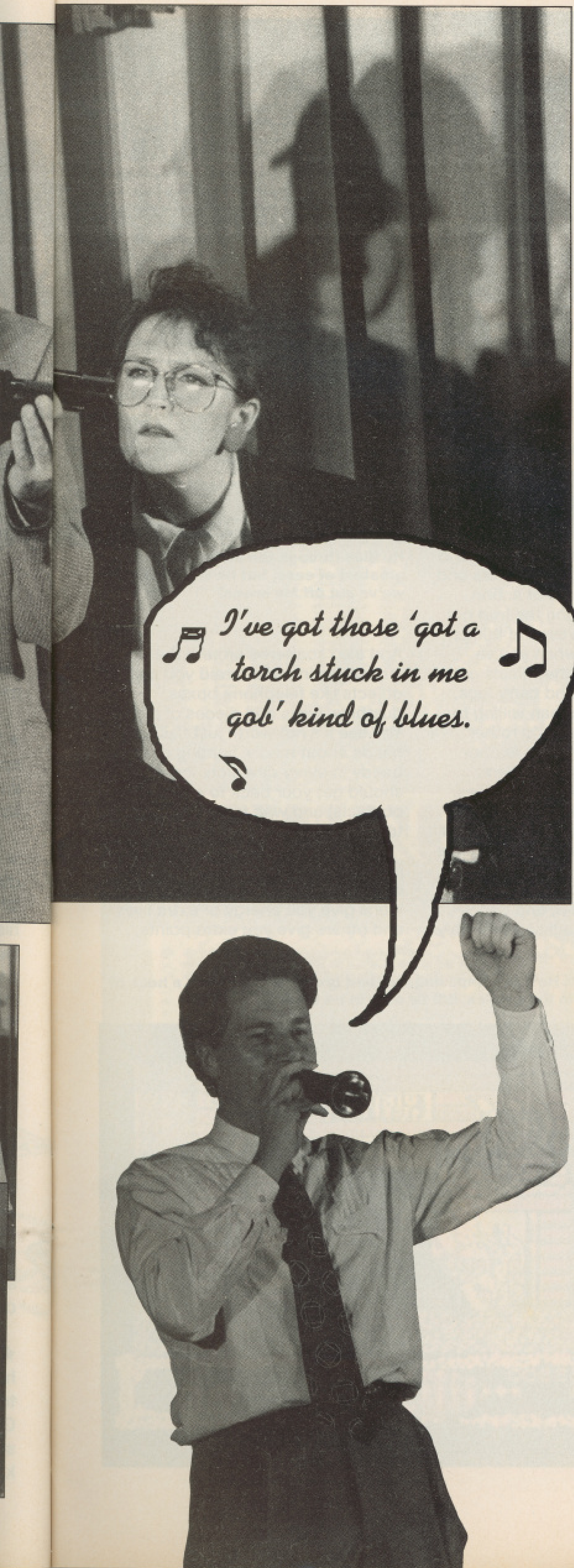












THE DREAM TEAM

The YC review team are so cool that when they could keep ice cubes in their underwear. But what do they do in their spare time?

Rik "Eric Gumby" Henderson - Editor

Spare time? Spare time, hah! What little spare time Rik gets he devotes to reading comics and flicking jelly at Reliant Robin owners. Most of his spare time comes on the train from London to sunny Milton Keynes.

Ashley "Mr. Creosote" Cotter-Cairns - Games Editor

Ashley is a bowling man, and we don't mean that he struts down the street waving his arms from side to side and hobbling on each foot as if he's got some terminal gout. He's even got his own ball, or so he says!

Beverly "Mrs. Yetigoosecreature" Gardner - Contributor

Oor Bev spends an awful lot of time knitting and making flans and things. She has a wierd and perculiar tendancy to visit the dentist incredibly often, it's almost as if she enjoys it.

THE SKOREBOX

Each game is given different ratings in the form of a wonderful froody skorebox (notice the change of letter from 'c' to 'k' in order to make it even more fashionable).

Graphics (out of 10) - This is what we think the games appeal is presentation wise and graphically.

Sonics (out of 10) - Does the music grate? Do the sound FX come across as realistic?

Fix Factor (out of 10) - This is what we think the instant appeal of a game is like. Does it grab your attention straight away? Or is it too hard to get into?

Half-Life (out of 10) - How long will the game retain your interest? Minutes? Hours? Days?

Overall (out of 100) - This is the personal rating given by the reviewer of how good they think the game is.

00-25 This game is so abysmal that the only reason anybody would ever want to see it is for novelty value.

26-50 Incredibly dull, and not interesting in the slightest. Watch 'Hitman and Her' and you'll get the general idea of what I'm talking about.

51-75 Not too awful, and probably somebody's cup of tea, although we'd rather stick to ginger beer.

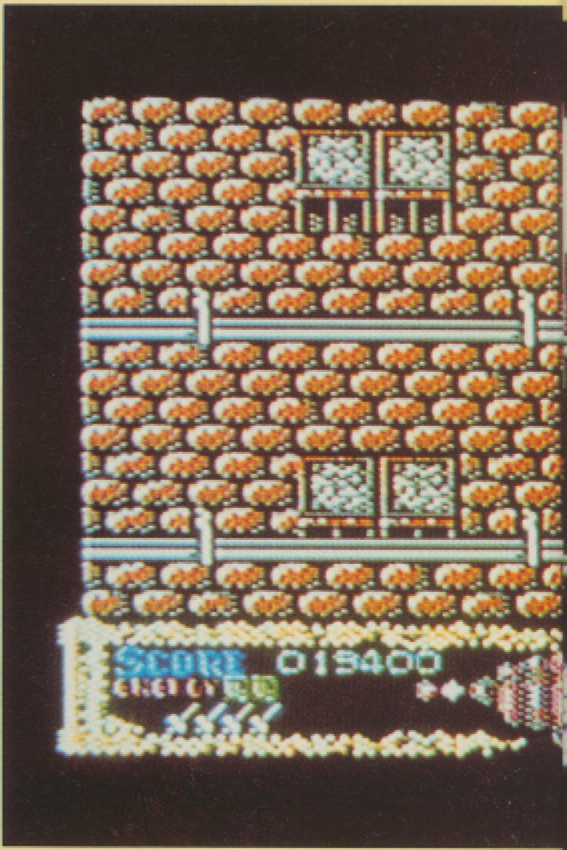
76-84 A good game with more going for it than most. It'd be best to check these ones out in the shop before you buy them.

85-99 Go out and buy immediately, these games are hot. So hot in fact that you'd be done for taking them into a no-smoking area. Any game getting this score are announced as YC Fun Ones (the YC seal of recommendation).

100
No game has ever got this rating, and any game to ever get this would be the best that anybody could ever do on the commy 64. You'll know when a game this good comes around because all the games players in the world would wander around and bump into lamposts and things.



SHADOW WARRIORS



He flies through the air with the greatest of ease, but he won't when we've cut off his knees!



OCEAN – £9.99 Tape, £14.99 Disk

Rik wraps a black blanket around himself and runs around shouting "Hiya, yip, yip, hiyah!" Once they released him from the institution he set about this latest in the pixelised exploits of ninjas.

Shadow Warriors was an arcade machine? Howcum I ain't seen it then? It's not as if I don't go down the arcade or nuffin'! Actually Shadow Warriors isn't my kind of thang anyway. I was put off of beat-em-ups when Double Dragon came out. Horizontal scrolling landscapes that stop when there's a fight to be had, nah you can keep'em.

Dragon Ninja almost changed my mind, but didn't offer enough variation in gameplay to hook me, so Shadow Warriors with it's even more monotonous action is hardly gonna get me going, but it will appeal to somebody.

Plotwise these kind of games don't offer too much; you, as a ninja in the nineties, must find and destroy an oriental demon who has taken the body of one of today's greatest warriors. Unfortunately he has sent a plethora (cunning use of the English language huh?) of 'ghoulish assassins' to halt you in your progress.

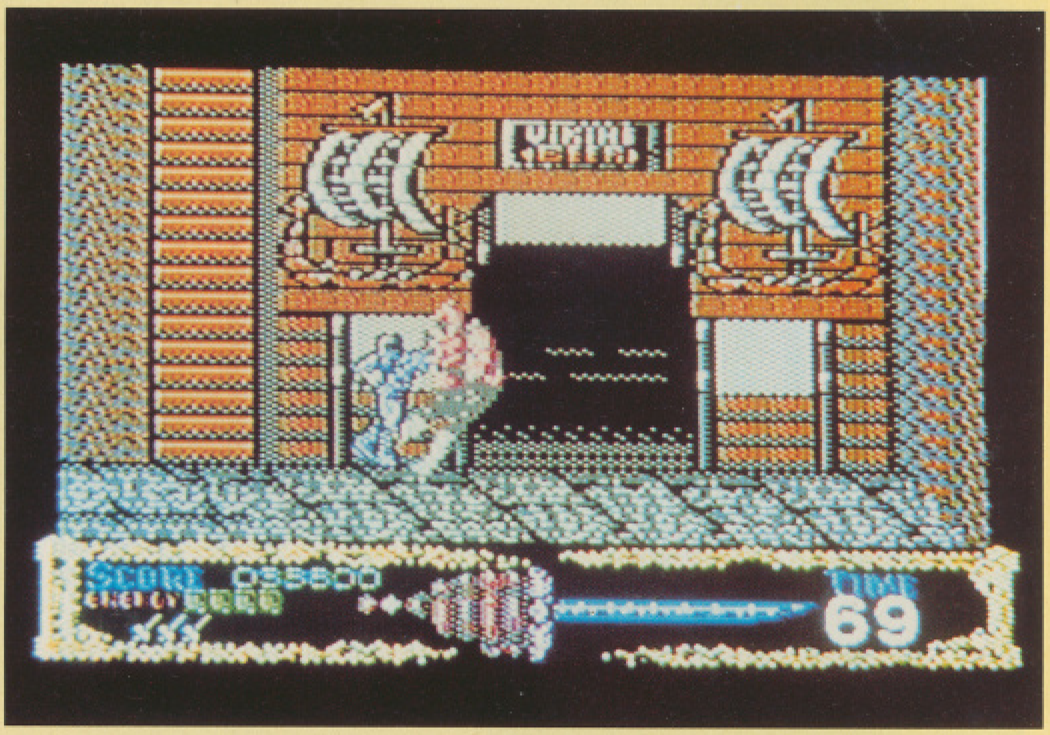
So you start in the slums of somewhere similar to New York, and you must progress along streets and through different levels of action. This is done by beating the frag out of anything that moves, and things that don't too. And when you've gone through them, the villains get bigger and tougher and carry logs, which they are more than willing to shove in places that you'd rather they didn't. There are also leather clad punks and sumo wrestlers, amongst other harder to beat foes.

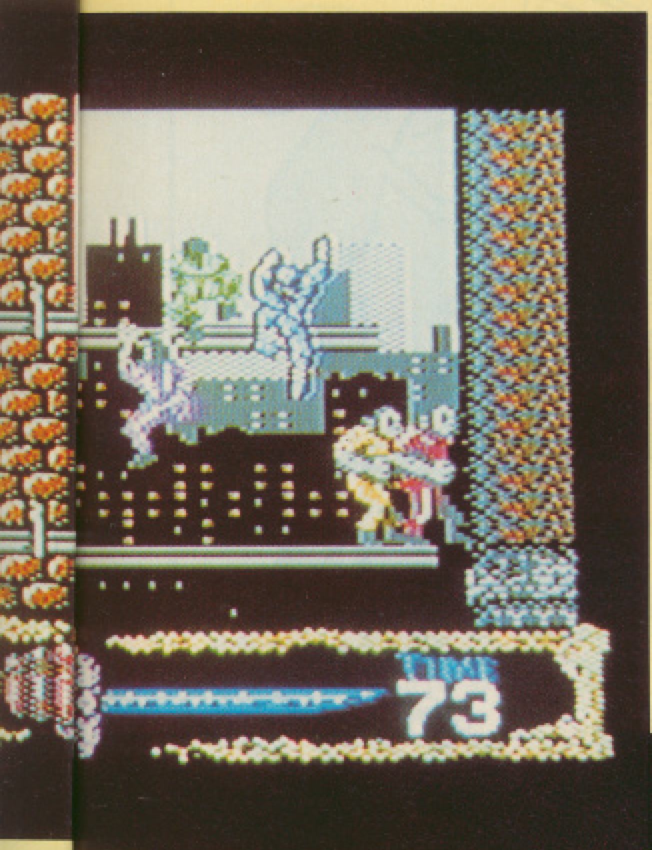
Luckily for you, you are the only one left who has been taught the art of ninjitsu, which means you can use not just your hands, but your whole body as a weapon. You can kick, punch, backflip, throw, and dance about like Michael Jackson probably.

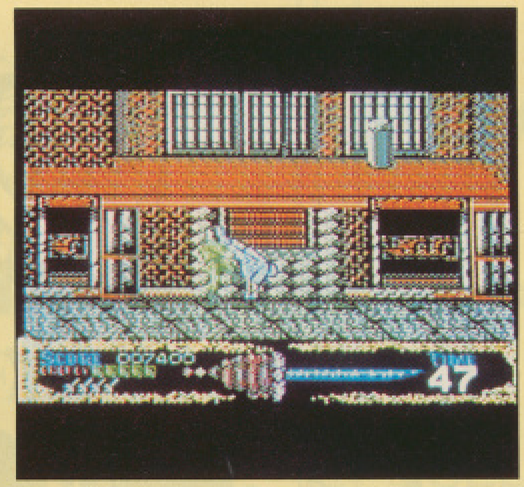
And also scattered around the landscape in order to aid you are objects like telephone boxes, dustbins, walls and pieces of pipe. You see it's not worth just flailing you hands about madly, fighting every baddy in every direction, instead you should get your back to a wall (or obstacle) and wait for them to come to you.

If you kill a villain and they crash into an object, it will explode and you can pick up a bonus icon. Some icons give you energy or extra lives and others give you extra points,

If in doubt, slug it out! He's big, imposing, got bad breath and he's got a heck of a punch. Ah kick 'im in the goolies, it'll be over in no time!







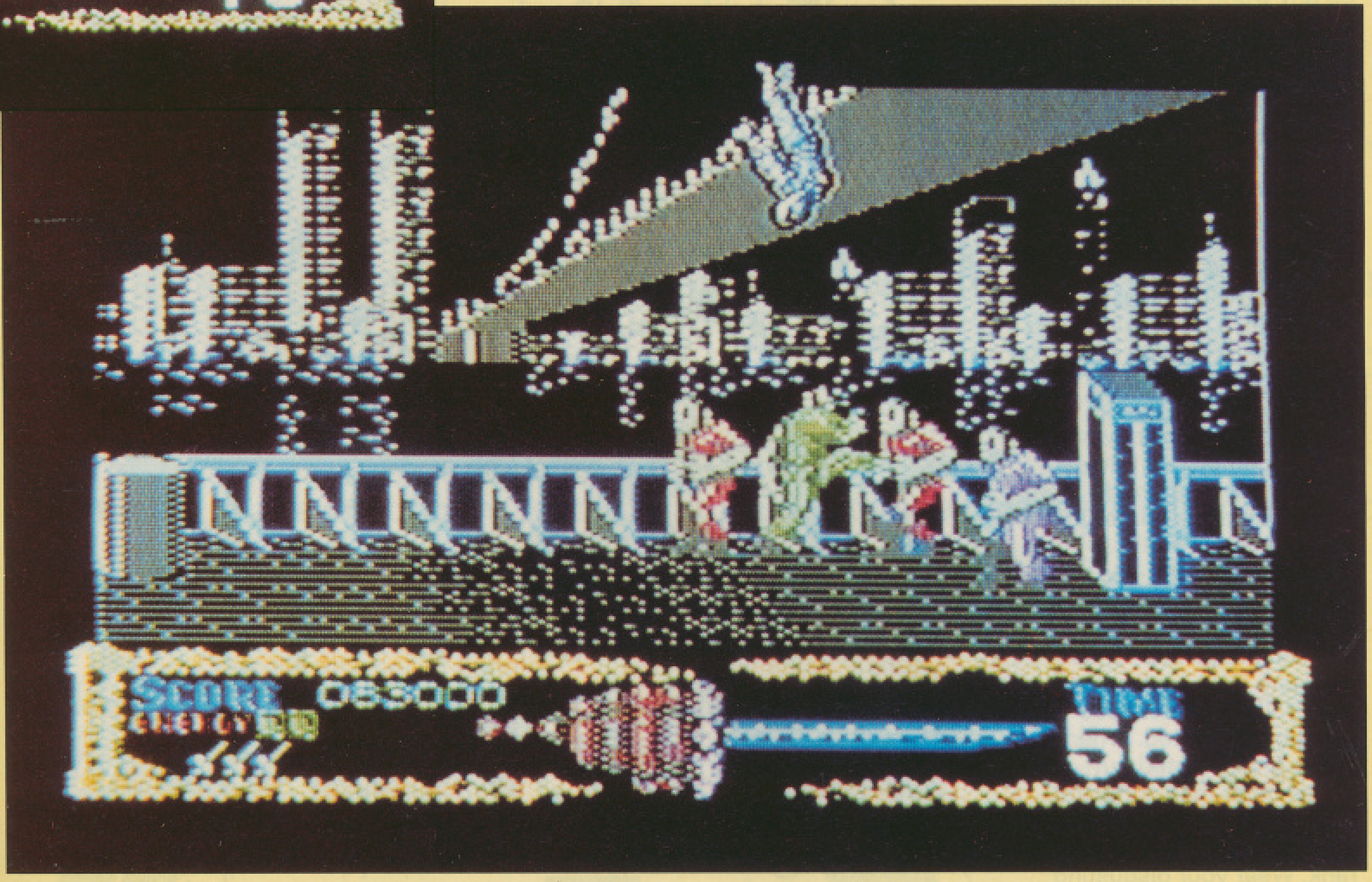
Smack him in the face John. That's the way. Eat Rjama foot from hell!

skorebox

	8		6
	7		6

overall 76

Aargh! who's got the Ninja by the feet?



there is also one than gives you a sword to use, therefore allowing you to despatch your enemies with greater speed.

Each section of each level has a time limit of 99 seconds and if you expend this then you'll lose a life. The end of each level has a scattering of mega meanies and generally without an obstacle to keep your back too, thus provoking for some deft fighting skills.

Each level upon completion of the previous takes a fair while to load, but this allows you to take a breather, and is not annoying in the slightest. What is annoying is that Shadow Warriors is a brilliant conversion of a poor arcade machine. If you're really into martial arts beat-em-ups with very little in varied gameplay then you would do no better than this. It's a more enjoyable game than Double Dragon or it's sequel, but maybe a tad easy.

Fax

Bare Feet

Dressing up in your bath robe and eating Chinese food does not qualify you as a ninja. You'd probably be better off pretending that you're a turtle.
New York is very famous for it's phenomenal crime rate and it's rather scrummy bagels.

Starring oozin' Eugene and a cast of thousands of scummy people who aren't important enough to mention here . . .



Greetings Scum. Well, what can I say other than YOU ARE SO SLIMEY!

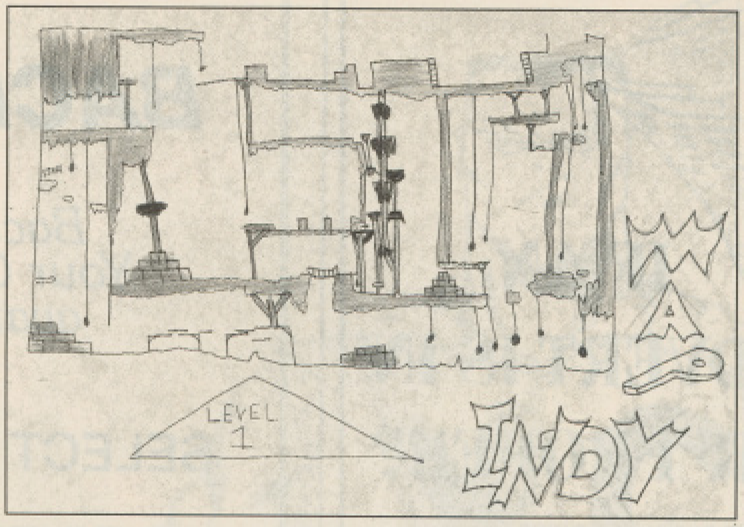
We've been overwhelmed here at Slime City with tons of nasty cheats, hints, pokes and maps. As you can imagine, this suits us just fine 'cos we don't want to have to do any work, you want free software and the software companies want free publicity. Happiness all round! This month's sponsors are RAINBOW ARTS who will happily provide copies of TURRICAN and DOMARK who have some nifty ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS t-shirts to give away. Thanx to both of you for being so low and creepy!

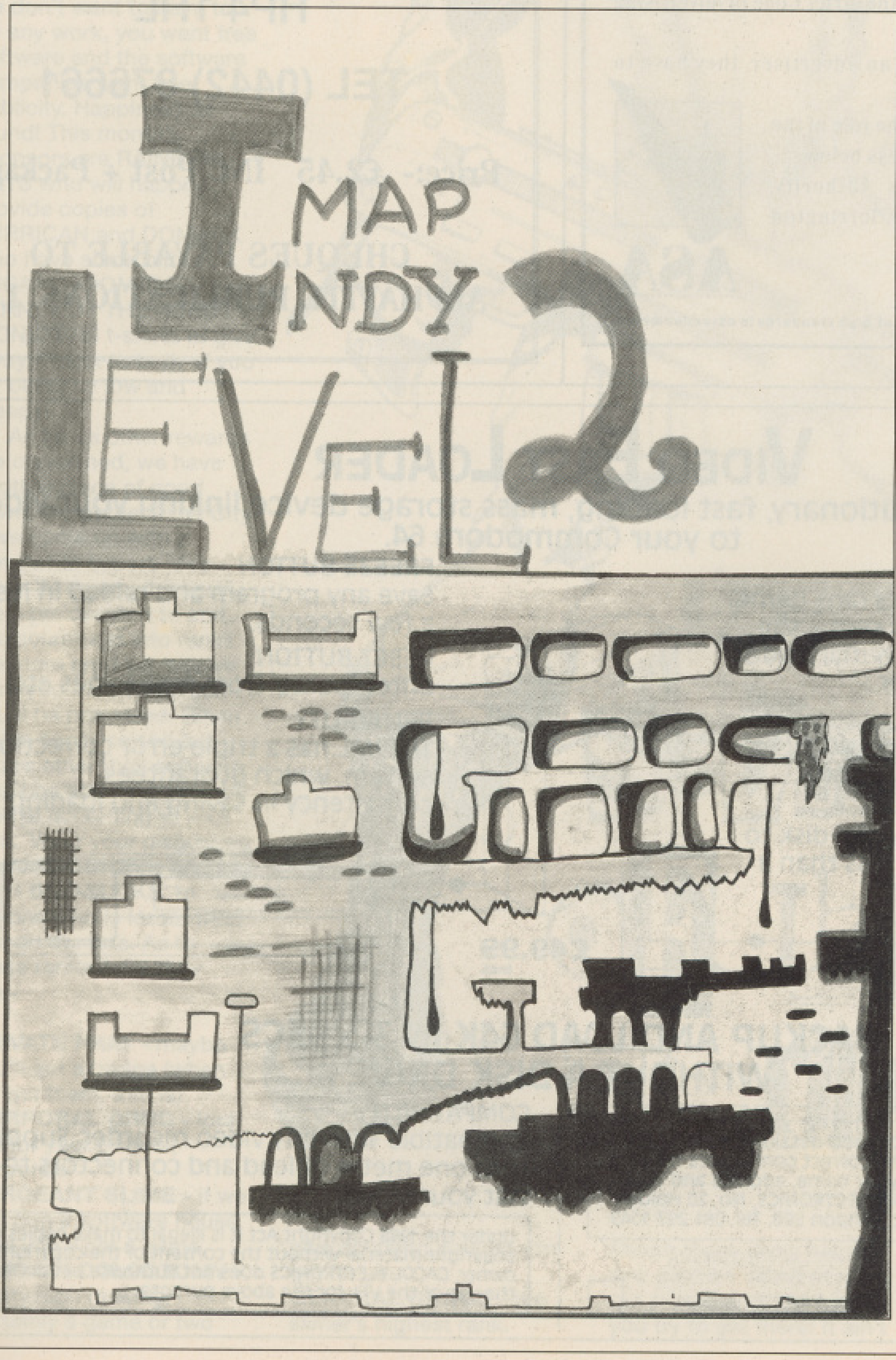
As far as other rewards are concerned, we have another piece of good news. We at the Slime City have come up with a somewhat superb idea (even if I do say it myself). We have decided to sort you scumbags into ranks - the more crud we receive from you the better, 'cos you'll be promoted. When we've finally sorted out prizes other than software you'll be able to qualify for a prize according to your rank. Wear your disgusting position with pride and say 'YAH BOO SUCKS' to anyone who is lesser then you on the lists. As to these ranks, here they are:-

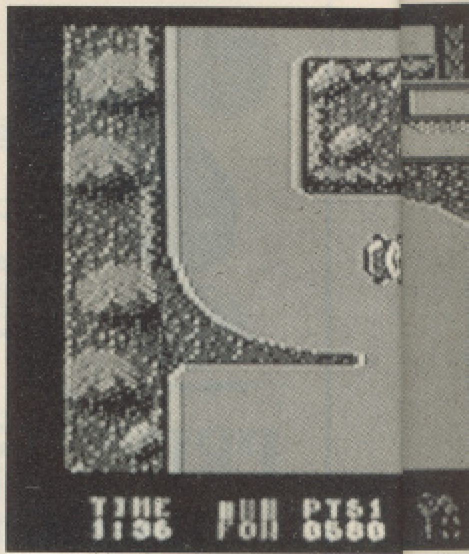
PRIVATE PRAT - maybe you'll get a badge (when we get them, that is)
CORPORAL CRUD - look out for your t-shirts, corporals
SERGEANT SLIME - if we can con a software house then you'll get a game
CAPTAIN COLOSTOMY - pretty high ranking, certainly a game or two plus anything else we can get for you
GENERAL GUNGE - the slimer's highest rank.

Reach these dizzy heights and you're looking at a day out roleplaying, but just you try to get there! It ain't going to be easy. Something for gungy people like you to dream about.

First on the compost heap this month are Caroline and Christopher Griffith of Fleet. Well done guys, your maps of the first 2 levels of Indiana Jones are printed here for all to enjoy! For that scummy work of art you have both become the very first SCUM OF THE EARTH Sergeants! A copy of TURRICAN from that oh-so-generous-and-wonderful software house RAINBOW ARTS is on its way to you, AND you both get an ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS t-shirt from that fab company DOMARK. Get back to work and who knows, you may even get a promotion!







Next in the waist-deep sludge that adorns these pages is James 'Jeppo' Jepson, of Sale. A load of slime here that earns him the post of Corporal Crud. Nice one James! Have an ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS t-shirt, compliments of the wonderful London-based DOMARK. Wear it with pride and send in loads more!

His pokes first.

BATMAN THE MOVIE
POKE 4866,173
SYS 1624

BUBBLE BOBBLE
POKE 1240,189
SYS 58518

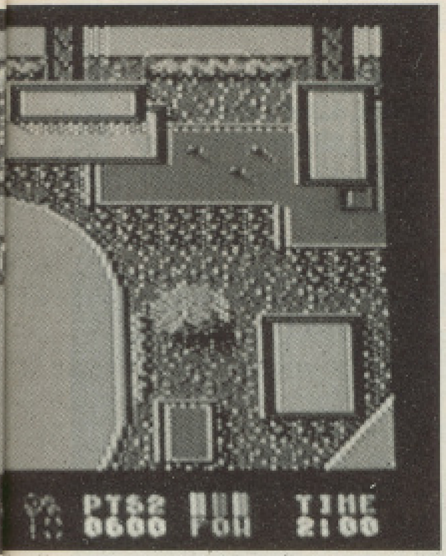
FORGOTTEN WORLDS
POKE 52038,181
POKE 3273,181
POKE 25537,181
POKE 33953,181
POKE 35687,165
SYS 13695

NEW ZEALAND STORY
POKE 3215,173
SYS 2306

TOOBIN
POKE 29836,181
POKE 31734,181
SYS 23040

PLATOON LEVEL 1
POKE 46811,173
SYS 14063
LEVEL 3
POKE 5613,173
POKE 49255,173
POKE 7505,173
SYS 7402

RED HEAT
POKE 3108,165
SYS 11883



RENEGADE
POKE 42187,165
SYS 37263

INDY JONES LAST CRUSADE
POKE 32552,173
POKE 37255,173
POKE 35756,123
SYS 32092

SALAMANDER
POKE 23575,165
SYS 24019

BOMBUZAL
POKE 5490,173
SYS 58518

TERRY'S BIG ADVENTURE
POKE 33082,173
SYS 27904

RALLY CROSS SIM
POKE 3822,96
POKE 4376,44
SYS 2071

XENON
POKE 26356,173
SYS 20048

And now for those of you without a reset switch.

OPERATION THUNDERBOLT
Enter EDOMTAEHC on the high score table.

FIGHTING SOCCER
To beat the keeper every time, shoot from the penalty spot.

STRIDER
Start game then press RUN/STOP, RESTORE, RETURN and DELETE together. The border turns grey. Press fire to restart then press f7 and move your joystick up/right. You are transported to level 3, and if you complete this you will be on the final level.

Great mounds of pus here from Lorna and Saul Davies from Carmarthen.

There seems to be an awful lot of teamwork going on these days! Can't take the pressure all on your own peeps? Never mind, for your cloud map of Fantasy World Dizzy and the solutions to Dizzy's Island adventure and Fantasy world, you have earnt yourselves the post of Sergeants, and so look out for your brightly coloured and very stylish ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS t-shirts from DOMARK. As there's two of you you can also have a copy of TURRICAN from RAINBOW ARTS, another brillo software house. Cheers guys, and I hope the weather in Wales is just as good as here in Slime City.

Fantasy World Dizzy first.

Give apple to Troll. Take stale loaf and use jug of water to put out fire. Go through fireplace and go up above the dungeon, then put loaf in rat's path and go past it when loaf is eaten. Go to Denzil and take rope from him. Jump on snap-happy gator's mouth and tie it with rope. Get bone from attic and put it in Amarog's den. Don't put it right at the back or Amarog won't eat it. Make your way to broken bridge and drop three boulders into the water to raise the level.

Go across water and go to end of pier. Get the sleeping potion from Dozy, make your way to the wide-eyed dragon and use the potion to get past. Collect all three keys (using the bag in the well to carry more objects) and use to turn on the three machines in the lift hut. Get crowbar off Grandad and the Pigmy cow. Use crowbar to open the well and go down. Give cow to shopkeeper and take bean, collect key in church and turn on last machine.

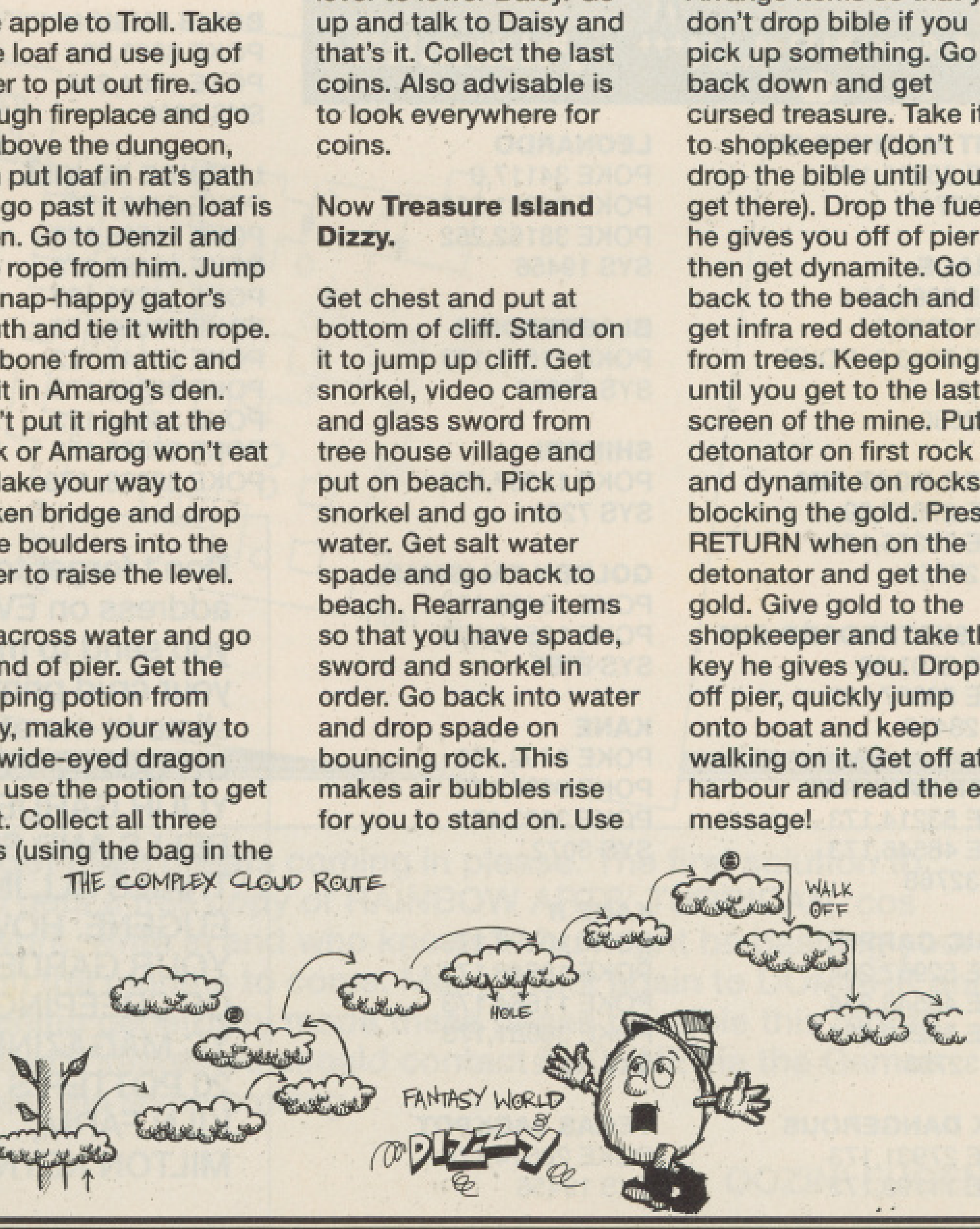
Plant bean in manure, get door knocker and use it on door marked 'knock and enter'. Go in. Collect bucket and take to puddle at bottom of volcano. Fill bucket. Put water in manure and beanstalk grows. Go up beanstalk and across the clouds to cloud castle, get egg. Go to lift hut and down to dragon's lair. Put egg on nest and walk past. Use pickaxe to break blocking boulders and collect rug. Take rug to cloud castle and use to cover spikes. Collect coin under table and use lever to lower Daisy. Go up and talk to Daisy and that's it. Collect the last coins. Also advisable is to look everywhere for coins.

Now **Treasure Island Dizzy.**

Get chest and put at bottom of cliff. Stand on it to jump up cliff. Get snorkel, video camera and glass sword from tree house village and put on beach. Pick up snorkel and go into water. Get salt water spade and go back to beach. Rearrange items so that you have spade, sword and snorkel in order. Go back into water and drop spade on bouncing rock. This makes air bubbles rise for you to stand on. Use these to get out of the water. Drop sword by grave and go back to get video camera. Give this to shopkeeper. Get boat from him and put this on end of pier. Use glass sword to open grave, make sure you have snorkel.

Go down hole and left at bottom to collect dynamite. Get back over crab to grave and up bubbles. Drop dynamite and get key from pier. Go down grave and right and jump over barrels (watch the fire). Drop key on little bit of barrel sticking out of floor. Go down hole and get microwave. Give this to shopkeeper and take outboard motor. Drop motor off end of pier. Goleft, get axe and bible. Go through water, put axe on bridge and fall through. Make your way back to grave up platforms.

Arrange items so that you don't drop bible if you pick up something. Go back down and get cursed treasure. Take it to shopkeeper (don't drop the bible until you get there). Drop the fuel he gives you off of pier then get dynamite. Go back to the beach and get infra red detonator from trees. Keep going until you get to the last screen of the mine. Put detonator on first rock and dynamite on rocks blocking the gold. Press RETURN when on the detonator and get the gold. Give gold to the shopkeeper and take the key he gives you. Drop it off pier, quickly jump onto boat and keep walking on it. Get off at harbour and read the end message!

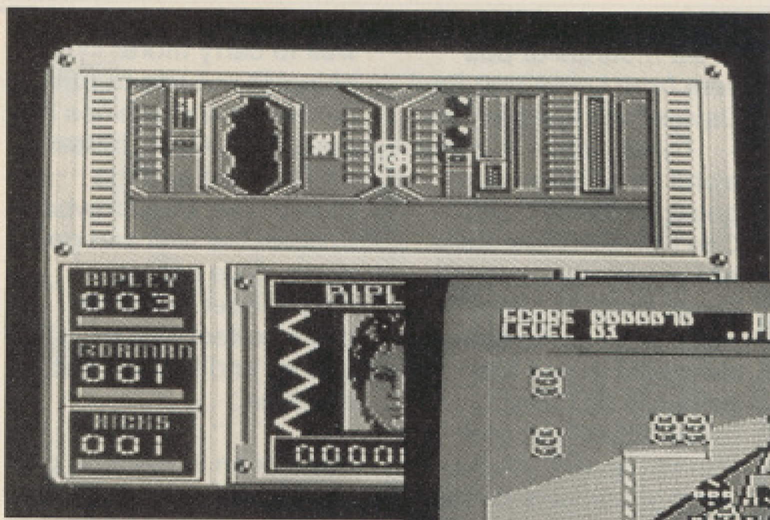


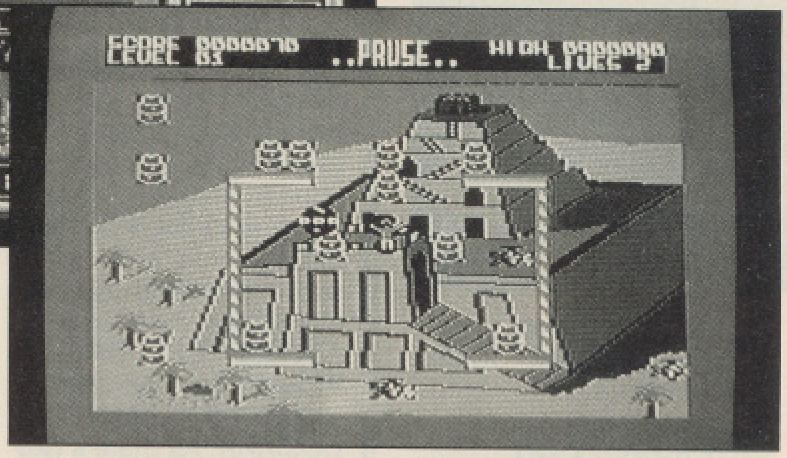
Mega pokes here from Alexander Boczar from Gothenburg, SWEDEN. Our first overseas Sergeant! Look out for TURRICAN from RAINBOW (what a lovely software house we are) ARTS. Hope you enjoy it Alex!

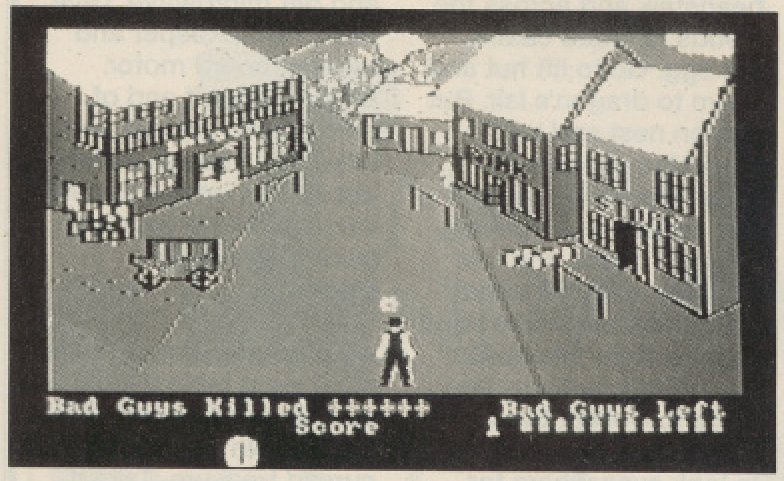
PHOBIA
POKE 5235,189
SYS 2172

BOMBO
POKE 11417,173
POKE 2542,0
POKE 4499,2
SYS 2117

BMX KIDZ
POKE 9004,234
SYS 8192







FRUIT MACHINE SIM
POKE 33615,173
SYS 32768

MENACE
POKE 8980,234
POKE 8228,0
POKE 8243,0: POKE 8261,0
SYS 2080

TURBO BOAT SIM
POKE 27937,69
POKE 29955,173
SYS 27650

PRO SKATEBOARD SIM
POKE 3701,69
POKE 56567,103
SYS 28416

PETER PACKRAT
POKE 53214,173
POKE 48546,173
SYS 32768

MAGIC CARPET
POKE 52957,234
POKE 48546,234
POKE 59259,234
SYS 32768

RICK DANGEROUS
POKE 27931,173
POKE 11193,173

POKE 10886,173
SYS 2071

NAVY MOVES
POKE 5851,173
SYS 3584

LEONARDO
POKE 34117,0
POKE 34391,252
POKE 38162,252
SYS 19456

BLASTEROIDS
POKE 11571,173
SYS 25856

SHINOBI
POKE 15367,173
SYS 7291

GOLDEN TALISMAN
POKE 13458,173
POKE 13518,173
SYS 8192

KANE
POKE 8492,173
POKE 9190,173
POKE 3583,173
SYS 3072

KANE II
POKE 10493,173
POKE 10648,173
POKE 11664,173
POKE 36661,173
SYS 3072

VEGAS JACKPOT
POKE 20014,174
SYS 19456

GEMINI WING
POKE 4602,173
SYS 30167

KENDO WARRIORS
POKE 15115,165
SYS 2176

GAPLUS
POKE 32496,173
SYS 4099

BOMB FUSION
POKE 3803,234
POKE 3804,234
SYS 3000

LICENCE TO KILL
POKE 8448,173
POKE 11565,173
POKE 15185,173
POKE 14730,173
POKE 33056,173
POKE 63142,173
POKE 36638,173
POKE 36644,173
POKE 36655,173
POKE 36688, 173

SYS 5346

ALIENS (UK)
POKE 42043,234
POKE 42044,234
POKE 42045,234
SYS 38233

OUTRUN
POKE 44049,96
POKE 33398,32
POKE 34320,174
POKE 34686,173
POKE 33396,173
POKE 36626,59
POKE 36658,22
SYS 38045

CYLU
POKE 39409,173
SYS 49152

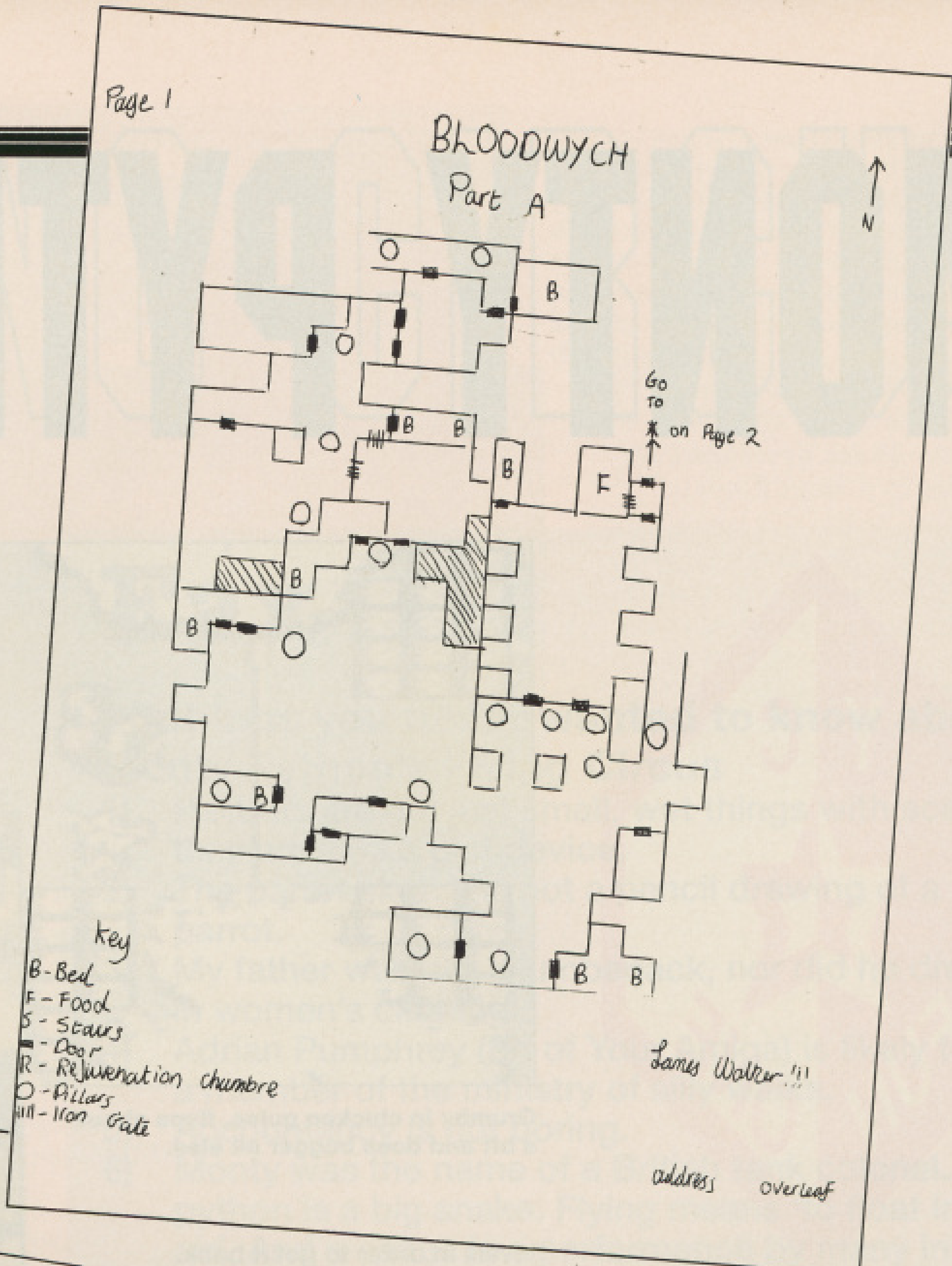
WICKED
POKE 7478,173
SYS 2560

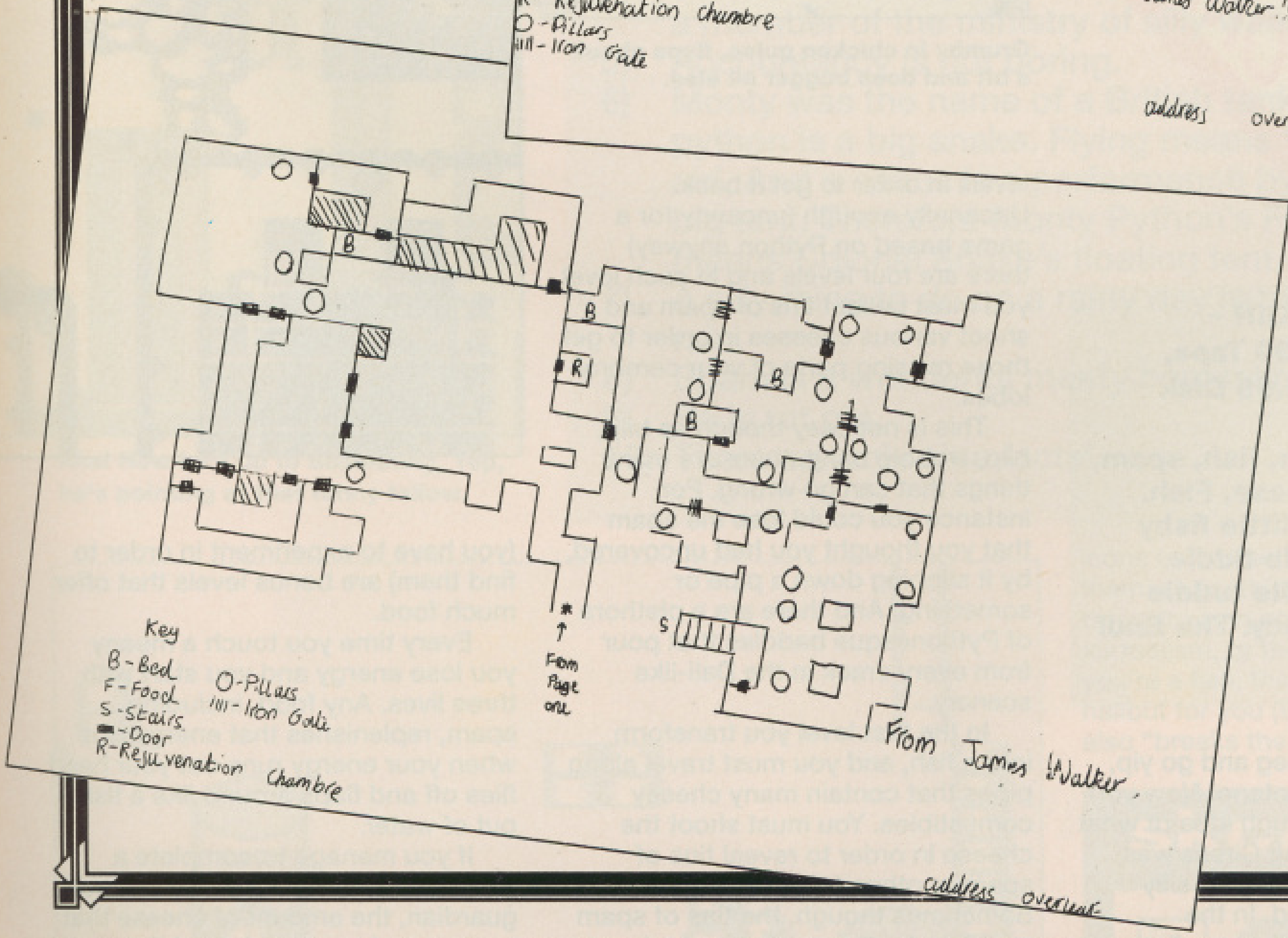
MANIC MINER
POKE 16573,234
POKE 16572,234
POKE 16571,234
SYS 16384

CABAL
POKE 9905,189
POKE 9173,189
SYS 2097

Don't forget to put your name and address on EVERY PIECE of work that you send to me or else you may not get your crud printed. RUSH your latest slime to me at this NEW address:-
OH OOZIN' EUGENE, HOW DOES YOUR GARDEN GROW? WITH SILVER BELLS AND SNAIL SHELLS AND SLUG TRAILS ALL IN A ROW! OH OOZIN' EUGENE, HOW DO WE GET INTO YOUR GARDEN? BY AN AWFUL LOT OF CREEPING!,
YC MAGAZINE,
20 POTTER'S LANE,
KILN FARM,
MILTON KEYNES MK11 3HF.

Another set of groovy maps here from James Walker of Fareham. These ones are for Bloodwych. And that valliant piece of cartography earns you the title of Sergeant too! Have yourself a good game of RAINBOW ARTS' TURRICAN to recover from the autograph sessions!

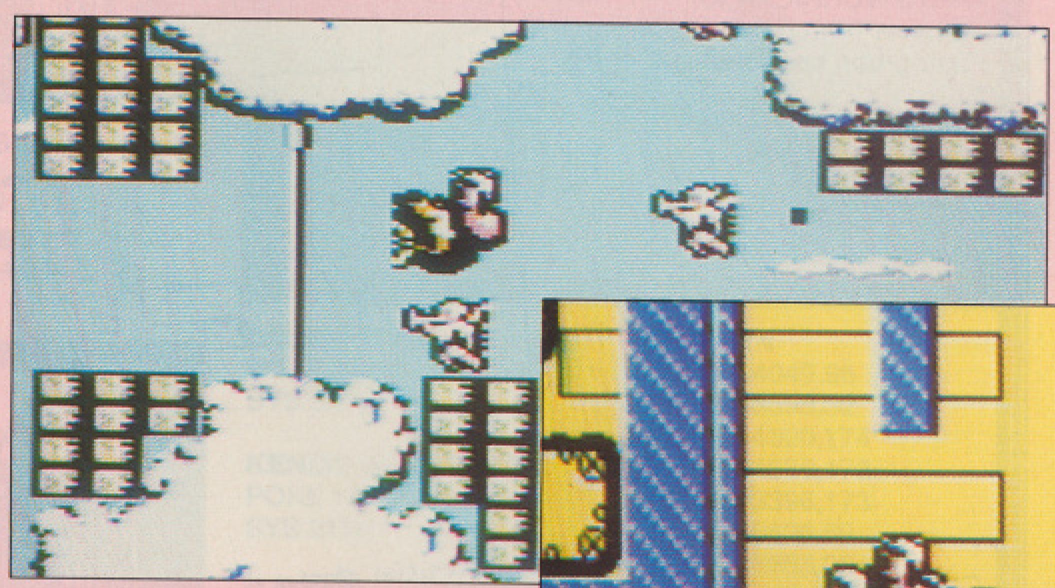




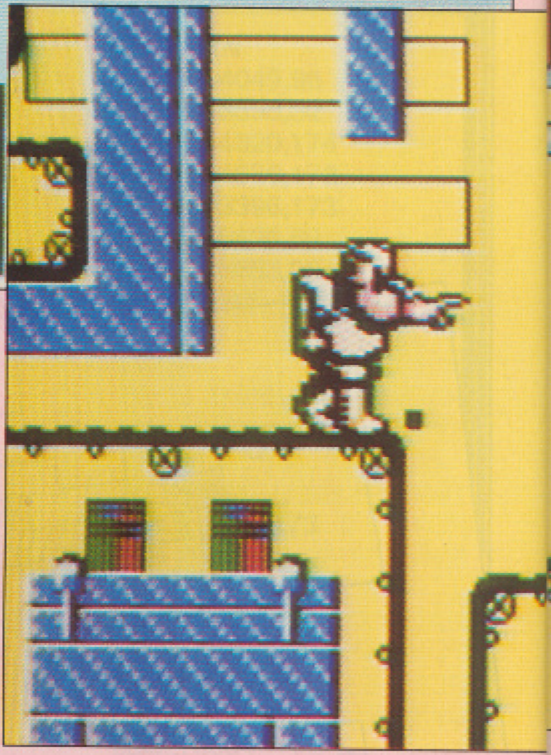
Right then, that's your lot. Get them cheats coming in please. The first solution to Hammerfist from Activision gets a free copy of RAINBOW ARTS' TURRICAN 'cos we've got one left! Get to work, write in and who knows? You might be bashing your mates with rubber swords in the months to come. Many thanx again to DOMARK and RAINBOW ARTS whose sterling generosity made these pages possible this month. Any other software house that's interested should contact EUGENE via the Games Editor. Bye for now, and keep the slime broiling.

OOZIN' EUGENE.

MONTY PYTHON'S



Grumby in chicken guise, flaps about a bit and does bugger all else.





VIRGIN – £9.99 Tape, £14.99 Disk

Fish, fish, spam, cheese, Fish. Where has that little fishy gone? Bing tiddle tiddle bang. Bang tuddle tuddle bing. Accountancy. The End! Squish...

Stand on one leg and go yip, yip, yiiip, yip ptang! Now you have got a rough idea of what Monty Python's Flying Circus was about. It was, is, and will be silly willy, my name is Fred. In the seventies it was a cult comedy series completely in a different mould from Oops Vicar I've Lost My Blender, and all of those connected to it (other than the recently departed, and sorely missed, Graham Chapman) have made mega bucks doing even greater things.

Dressed in a woolly vest and hanky placed firmly on head, you are Mr. D.P. Gumby and have fish wibble lost your brain. It has separated into four parts and you must complete levels in order to get it back. Uncannily enough (uncanny for a game based on Python anyway) there are four levels and in each level you must collect tins of spam and shoot various cheeses in order to get those missing parts of your cerebral lobes.

This is not easy though as blip, blip, wobble bang, there are many things that can go wrong. For instance you could lose the spam that you thought you had uncovered, by it slipping down a pipe or something. And there are a plethora of Pythonesque baddies that pour from every crack in the Dali-like scenery.

In the first level you transform into a fish, and you must travel along pipes that contain many cheesy comestibles. You must shoot the cheese in order to reveal tins of spam or other items of food. Sometimes though, the tins of spam are plain for the eye to see and a cunning use of shooting and placement of your body are needed in order to succeed in solving the puzzle. This is more often than not, so your own brain is needed to allow you to pick up Gumby's.

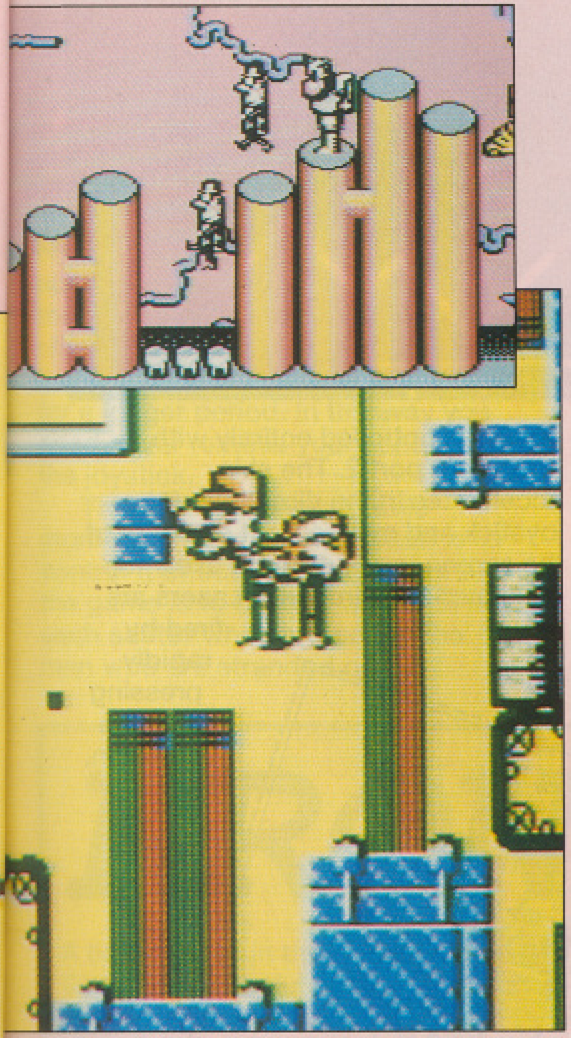
The other levels have the same gameplay, but Gumby changes into different creatures including a bird and would you believe it, a biped humanoid (a man, to you or me). Scattered around in obscure places (you have to experiment in order to find them) are bonus levels that offer much food.

Every time you touch a meany you lose energy and you start with three lives. Any food, including spam, replenishes that energy, but when your energy runs out your head flies off and flaps around like a fish out of water.

If you manage to complete a level, and succumb the end of level guardian, the amount of cheese that you caused to explode and the amount of spam that you collected with be totalled up, and taken away from your score (the score starts at 99,999,999 and plummets downwards!). If you have collected and shot enough you will get a piece of your brain back.

The graphics are so yoinks splat good that you'd be forgiven for mistaking this version for the Amiga one. The feel of the game is just spankingly right, with more Python

FLYING CIRCUS

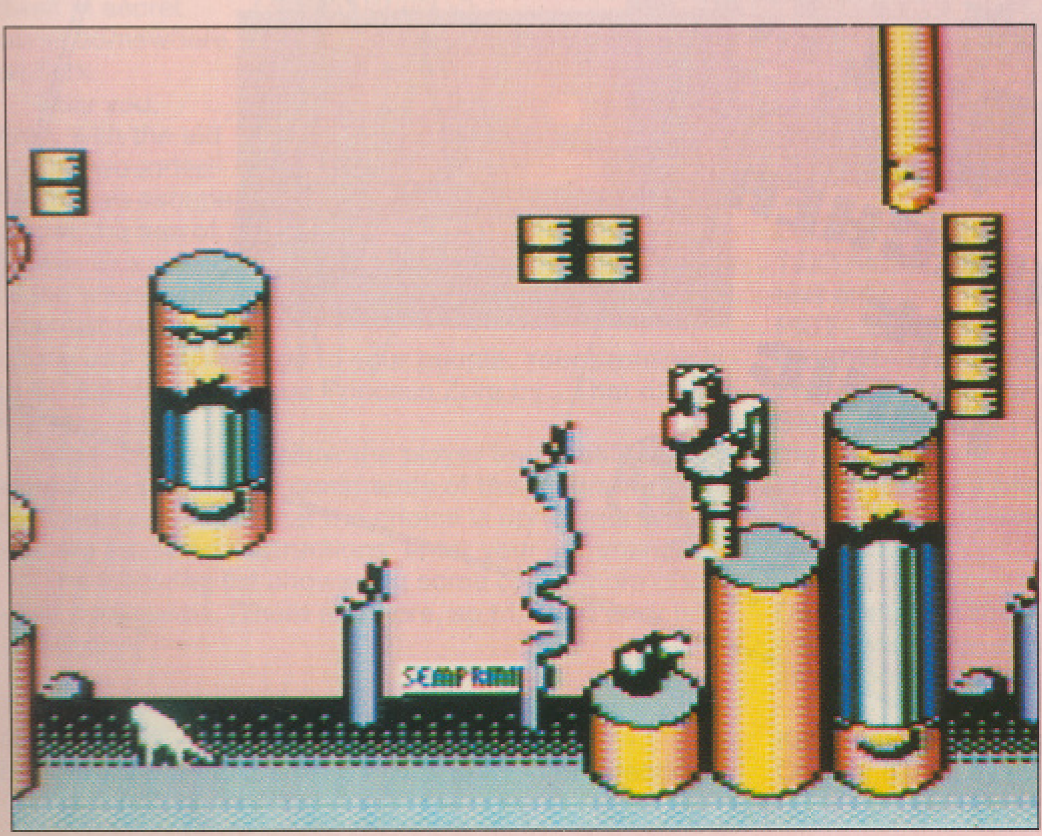


Aha! Now he's up to Something, Yep, he's pointing at that funny fellow.

Fax

10 things you never wanted to know about Monty Python's Flying Circus

1) Halibuts are not just small, wet things with scales, they are also a plot device.
2) The parrot sketch is not a pencil drawing of a parrot.
3) My father was not a lumberjack, nor did he dress in women's clothing.
4) Adrian Pumphrey (Ed of Your Amiga) is likely to be a member of the ministry of silly walks.
5) Accountancy is not boring.
6) Monty was the name of a British tank colonel. A python is a big snake. Flying means 'to float in the air'. And a circus is a performance by many in a big tent. Therefore Monty Python's Flying Circus means Colonel Snake's floating tent.
7) A silly thing to do on a rainy day is to stand in the rain.
8) Spam is a wonderful meaty comestible.
9) So is rat pie.
10) There are only nine facts!



icons contained than the programs themselves (thinking about it this doesn't seem so silly). If you are into surrealism, or then again even if you're a fish, then this game is the halibut for you (Eric, of course). It also "breaks the ice at parties"!

skorebox

[icon]	10	[icon]	10
[icon]	9	[icon]	9

overall 97

ON THE TAPE

ER... Due to a few minor errors, the Time Machine playable demo promised on last month's Next Month page had to be put back by one month. To compensate we've got two whole games for you instead, taking the total of number of games up to FOUR!!! The Time Machine demo will instead appear on next month's tape honest!

Running Order:

Side A: Plague, Kron
Side B: Muncher, Panic

TAPE PROBS

If you are having big probs with your cassette (ie. it won't load, John!) then send it to: Tape Probs, YC Tape 8, Alphavite Publishing Ltd., 20 Potters Lane, Kiln Farm, Milton Keynes MK11 3HF. Don't forget to send your name and address, and an explanation of the problem.

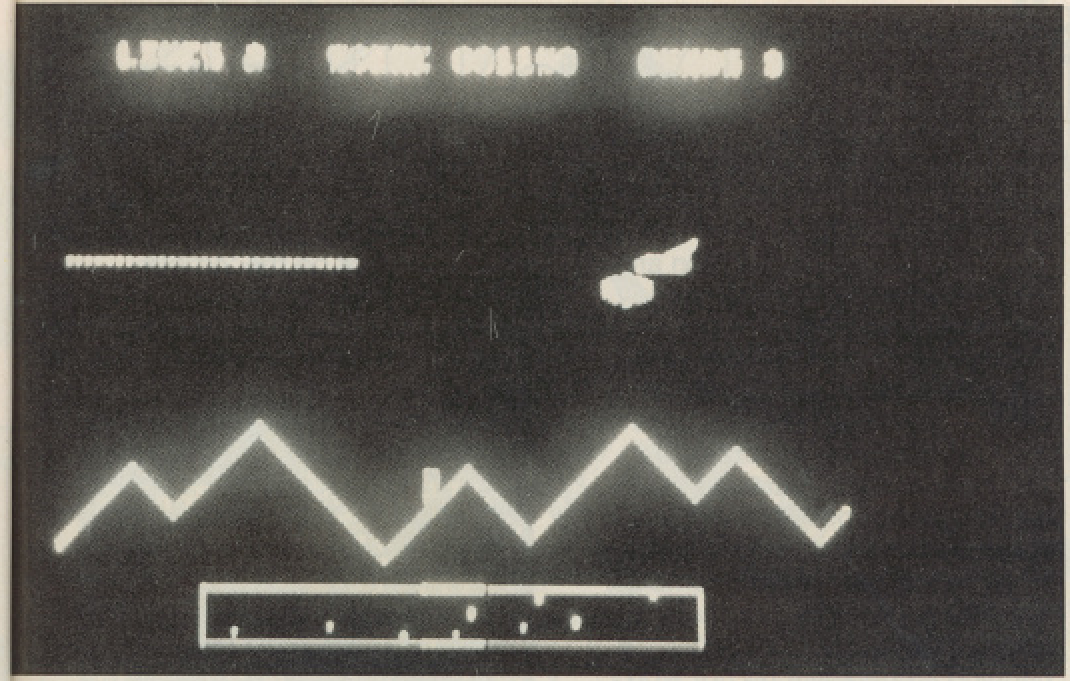


PLAGUE

Plague is based on the immensely popular old classic, Defender (alright, it bears more than a passing resemblance) and should be treated as an excellent version and not an original game.

The game is controlled entirely with a joystick in port 2. The ship accelerates in the direction of the joystick and moves from one side of the screen to the other to allow for maximum forward view. Lasers are fired by rapidly pressing the fire button. In





addition, the ship is equipped with three smart bombs which destroy all aliens on screen. The bombs are fired by holding the fire button down for a longer period. In this way you need never remove your hand from the joystick.

The ship has considerable momentum and it takes practice to control it effectively. The object of the game is to destroy all aliens in each sector while protecting the men who are stranded on the landscape. The alien types are as follows.

A) Flotation mines: These follow a set pattern across the landscape and provide a moving obstruction to the player.

B) Planters: These hunt down the men on the landscape. When directly overhead a target man they descend to capture him. The man is then carried to the top of the screen where he is absorbed and the player mutates. If the planter is destroyed before reaching harmlessly to earth.

C) Mutants: These fly at high speeds with the sole aim of destroying your ship. Although they are the fastest of the aliens, they also have the most momentum and are not capable of rapid changes in direction.

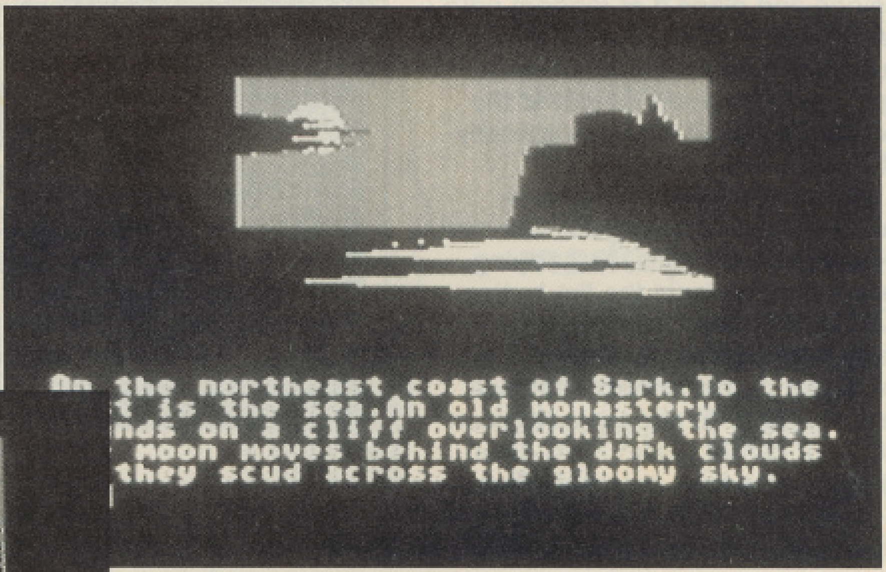
D) Pods: On later levels these pods hover motionless in space. Destruction of a pod causes the release of four swarmers. Using a smart bomb will also cause the release of swarmers.

E) Swarmers: These fly at constant horizontal velocity but can change vertical velocity rapidly. They operate in two modes. 1) Attack mode, where they home in to your ship. 2) Defensive mode, where they try to avoid being destroyed during a chase.

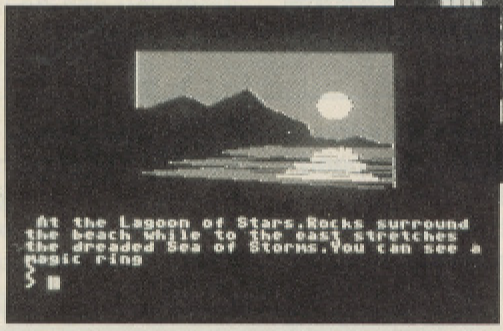
Contact with any of the above aliens results in the loss of one of your three lives. An extra life and smart bomb is gained every 1000 points.

The radar screen shows the position of all aliens and men in relation to your ship, which is always central on the radar. The radar only updates twice a second and account should be taken of this when flying at speed.

KRON



A battle rages in the city of Bora in the land of Sark. The peaceful Borans are no match for the Zeldan guards who, led by Balzan the Sorcerer, demolish Bora and capture Princess Zora. Defeat had totally demoralised the Borans who, being so few in number now, had scattered and dwelt in secret caves somewhere on Sark.



Only you, Kron, with the aid of your wounded father, can escape across the sea of storms to a small island where you grow tall and strong and vow revenge to your people. Your promise is to kill Balzan and rescue Princess Zora by... That day has now come!

Adventure games allow the player to use skill and imagination within the constraints of the program. The real beauty of this is that the choice is up to you! When you see the word 'instructions' enter your command.

The following list shows you some of the more often used commands. (There are more, so trial and error is a good ploy!)

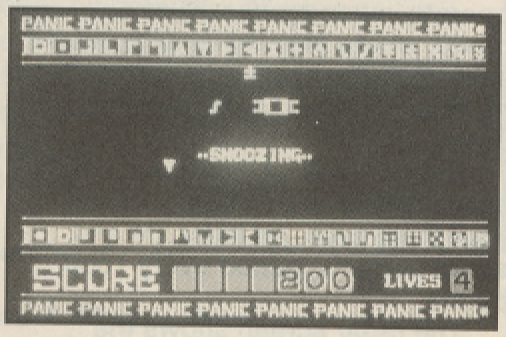
TAKE/GET - To acquire an object.
DROP/LEAVE - To discard an object.
NORTH/SOUTH/EAST/WEST (N/S/E/W) - For directions.
LOOK-TO - View your present location.
TEXT/WORDS - Allows you to follow the adventure with text only.
PICT - Enables you to view pictures and text.
HELP/H - May or may not prove to be helpful.
LIST/INV - Describes all your current possessions.
SAVE - Allows you to save your current position within the adventure.
LOAD - Loads a previously saved adventure.
QUIT - The easy way out when a solution is not forthcoming.

One feature of Kron is the ability to make fairly complex commands. For example 'Take the spade and throw it at...' Good luck with your quest!

Kron was designed using the Graphic Adventure Creator (GAC) by Interceptor, all rights reserved.

PANIC

Stand by to take part in an exciting non shoot-em-up (is there such a thing?), game of skill and judgement. The idea is to cover a symbol, known as a Posicon, by another symbol, which is called a Negicon, to form a single unit, known as a Block.



Across the top of the screen is a row of twenty Posicons. Along the bottom of the screen, above the score line, is a row of twenty Negicons. The Posicons and Negicons match each other and together they form a Block.

The computer will select a green Posicon and place it at random onto the viewscreen. You must then use your carrier vehicle to select an appropriate Negicon, take it to the Posicon and drop it on top, thereby changing it into a Block.

To pick up a Negicon simply place your carrier over your selected Negicon so that it fills the carrying area, and hold down the fire button for a moment. The Negicon will change colour to indicate that it is now under carrier control - release the fire button. To release a Negicon from your carrier, again, hold down the fire button for a moment. If you select a wrong Negicon you may release it on any vacant part of the viewscreen.

You score points for changing Posicons into Blocks. Some Posicons have a much greater values than others so it is wise to be choosy. Some of them have other functions. For example one of them gives an extra life.

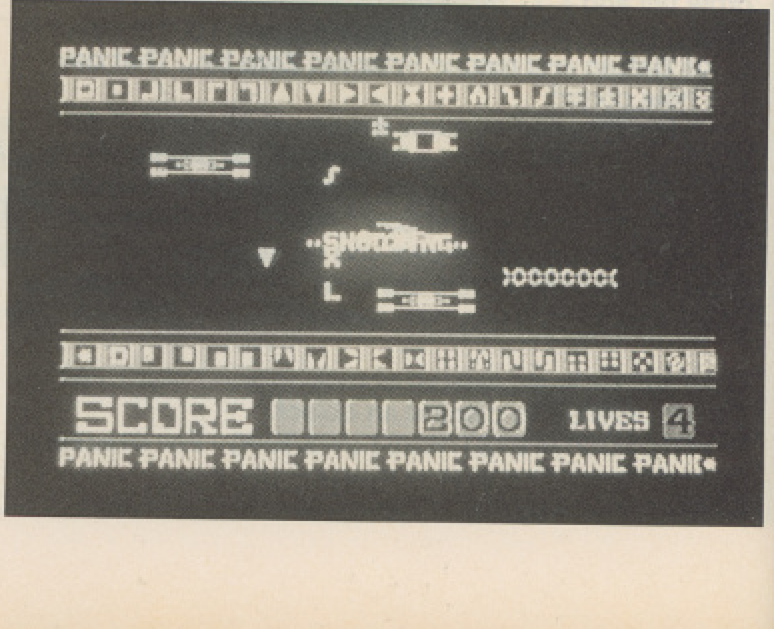
Every now and again, a Gulper will traverse the screen at a rapid rate. This is harmless but it does gulp up any Posicons in its path. This can be useful because it creates more space for the computer to put Posicons down (some of which could be very valuable).

Enemy missiles also traverse the screen in swarms - one touch and you lose a life. You can destroy them with energy bolts, gaining points at the same time, but beware as some of them travel just below light speed - you may only just about see them.

To fire an energy bolt simply press your fire button and immediately release it. Be careful if you are carrying a Negicon as there is a danger that you may lose it.

The game finishes when either you lose all your lives (you lose) or you cover all the Posicons with Negicons (you win). The game is fully joystick controlled with the exception of the following keys:

F1 - Pause game.
F3 - Unpause game.
F5 - Turn off all sound effects.
F7 - Turn on all sound effects.
Enjoy the game, and whatever you do don't panic!

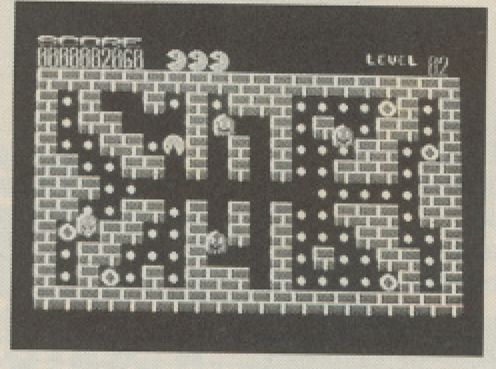


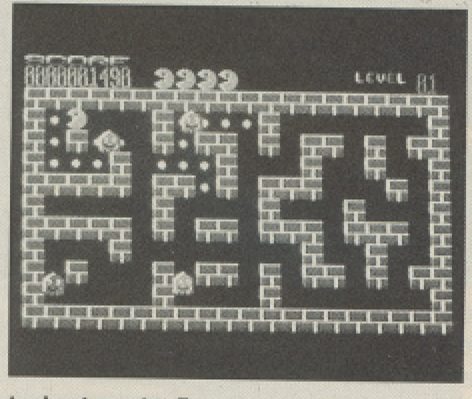
MUNCHER

The scientists at Washington are a clever bunch. After genetically engineering an animal to get rid of the current drug problems, you have taken form as a fat yellow beast nicknamed Muncher. Your mission Jim, is to eat all these horrible drugs lying around the Washington depots and eliminate the crisis for years to come. However in these depots remains the ghosts of earlier drug takers, who certainly don't like you hanging around. But do not worry... The scientists devised a plan of sending fake dealers into these depots to scatter plasma capsules all over the buildin... "Hang on a sec, this sounds suspiciously like Pacman, but with a ludicrous and very thinly disguised plot?" You all cry. Well, er.. Erm.. Yes it is suspiciously like Pacman, but Pacman was good wasn't it?

Playing Muncher

To play Muncher, you move your man around the maze gobbling all those nasty drugs, and avoiding those nasty nasties. However, when you eat a plasma pill, you can get your own back on the 'orrible ghosts by gobbling them up too. Unfortunately though, the plasma energy in the pills is only sufficient to last up to 5 seconds.





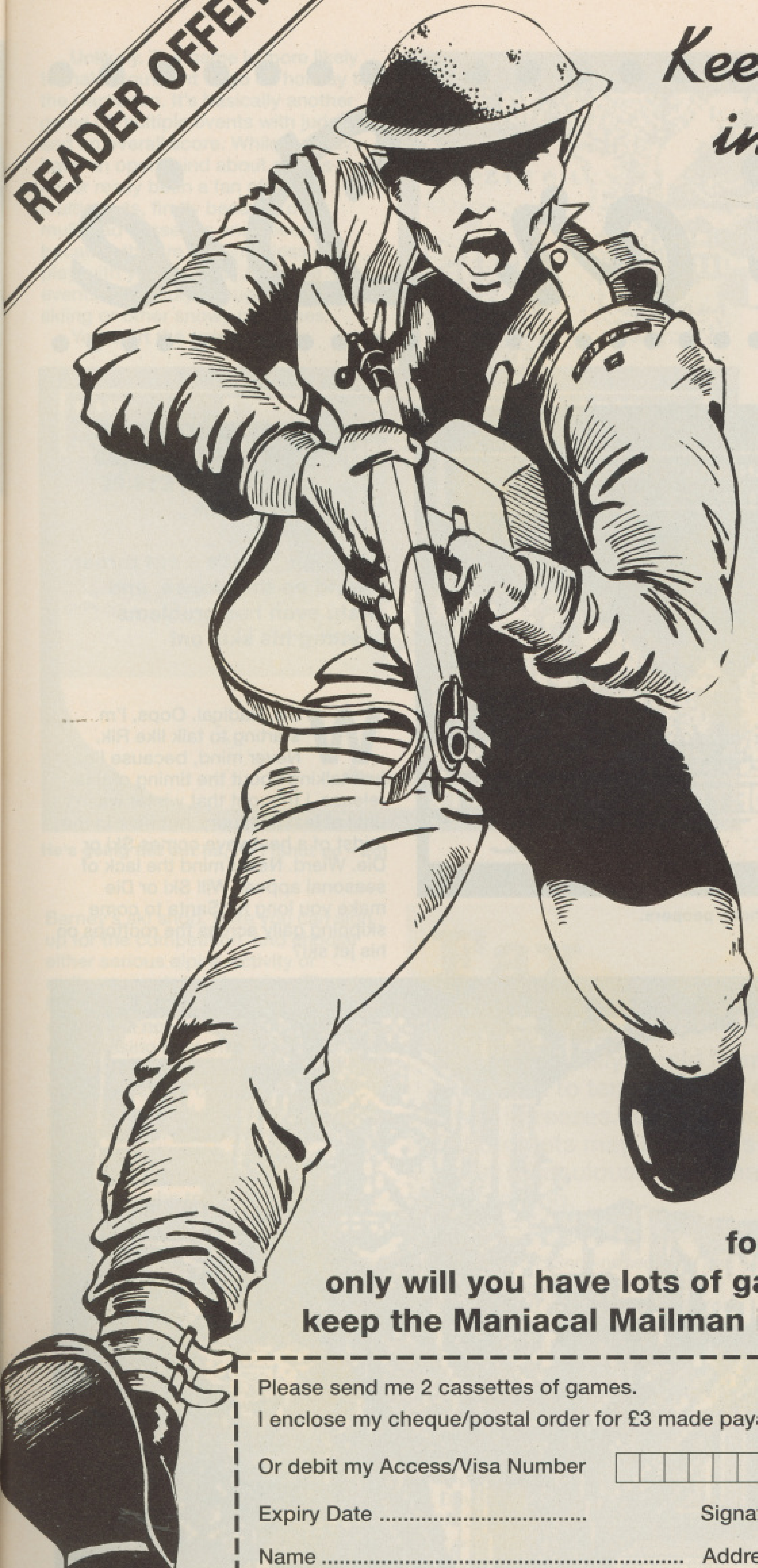
Muncher is played with the joystick in port 2 using the normal movements, but the fire button is NOT used. If you can't hack the pace you can pause the game with any key except the Commodore key and F7 which changes the speed of the game, and Run/Stop which quits the game. To continue, press any key.

In total there are 15 depots to complete, with a bonus building at the end. At the start you have 4 men at your disposal. Can YOU munch your way to the last level without being caught four times? (By the way, this game has been protected against disabling collision, etc. with cartridges, so don't try to cheat!)

By the way the author of this game, David Bryson, was only 14 when he programmed it. Shows what you can do if you've got the ambition!

READER OFFER

Keep Apocalypse in the Post Room.



To keep Post Apocalypse busy we're offring an assortment of C64 games on cassettes, including Flimbo's Quest (demo), Finders Keepers, Kentilla, Microdot, Rainbow Chaser and Spots plus lots of other games as well. They are all games from previous issues of Y.C.,so if you missed them you now have the chance to own these stonkingly good games.

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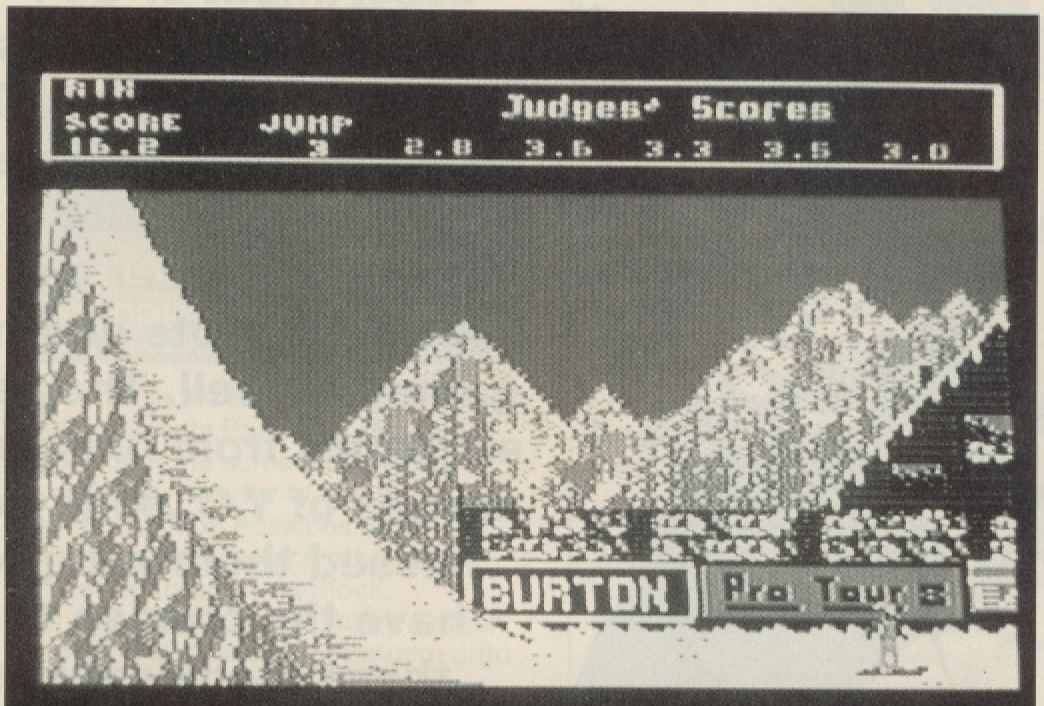
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Allow 28 days for delivery



Ski or Die



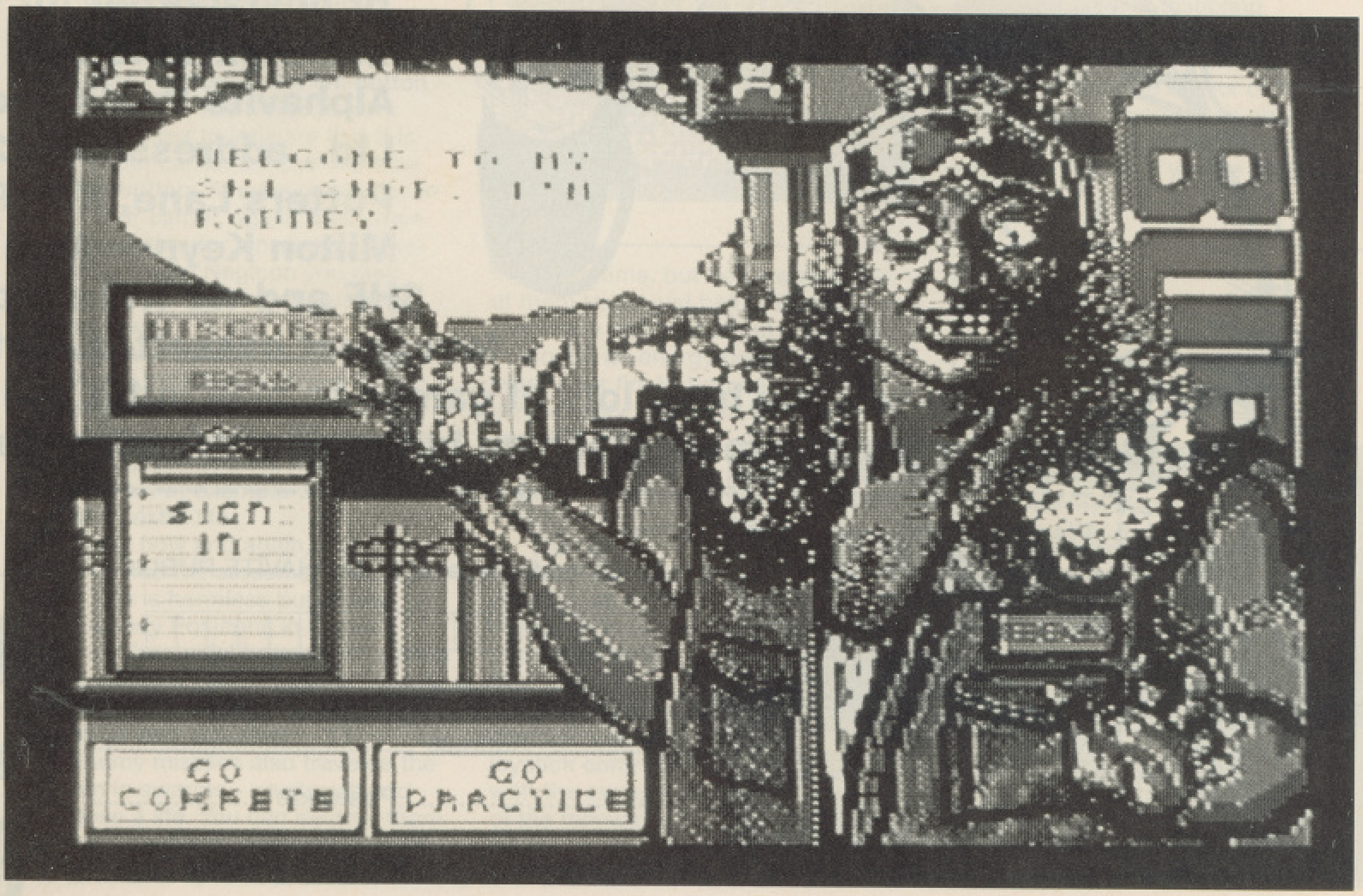
He must be on something illegal look at those peepers.



ELECTRONIC ARTS – £9.99 Tape, £14.99 Disk

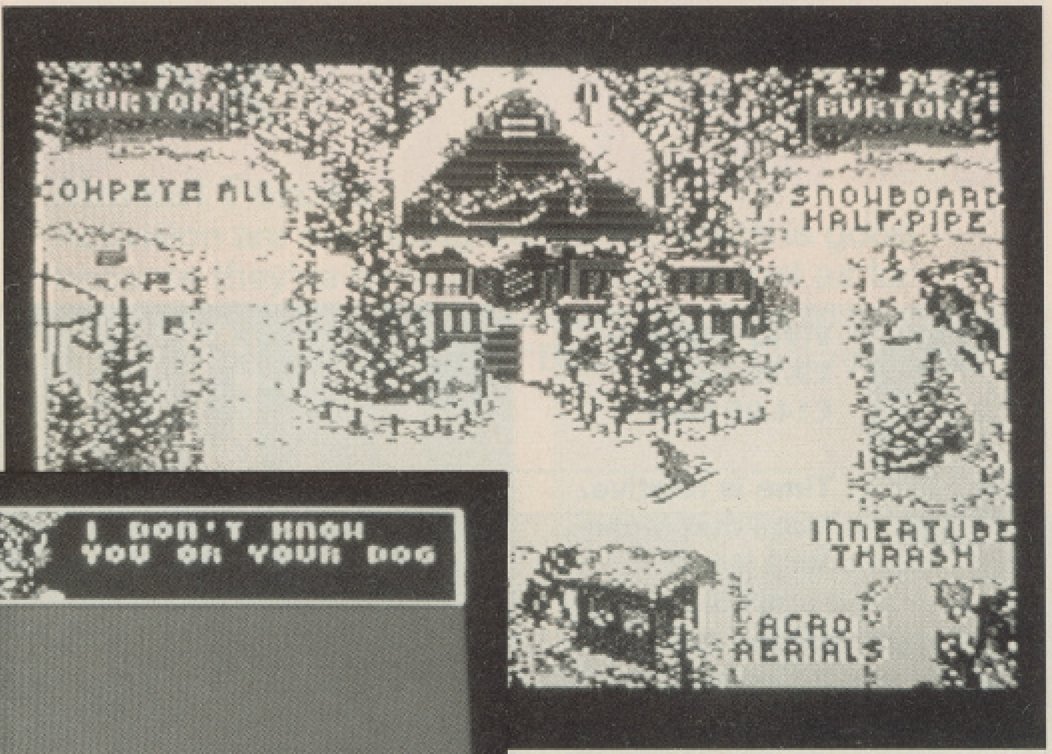
It's a cut throat world on the slopes, and Ash. even has problems getting his skis on!

Wow. Radical. Oops, I'm starting to talk like Rik. Never mind, because I'm just talking about the timing of this release. I thought that winter wasn't until at least January, but here in the midst of a heatwave comes Ski or Die. Wierd. Never mind the lack of seasonal appeal. Will Ski or Die make you long for Santa to come skipping gaily across the rooftops on his jet ski?

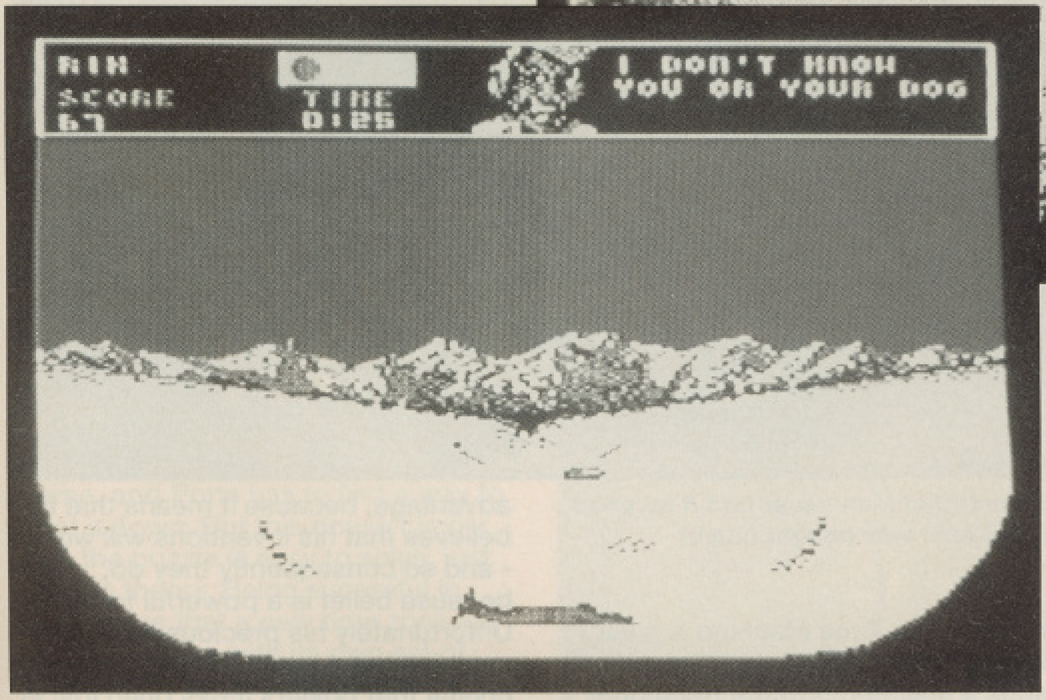


Unlikely. The game is more likely to make you want to go on holiday to the Carribean. It's basically another game of multiple events with judges and an overall score. Whilst I always have an open mind about games I've never really been a fan of multisports, firstly because of multiload cassettes and secondly because they're no fun unless you play with your friends. All of the events are, oddly enough, based on skiing or other snowy pasttimes.

You start the game inside



Err... I think I'll have a chocolate milkshake.



He's going flat out ha, ha ! (Shut up - Ed)

Barney's ski shop. Here you can sign up for the competition, and choose either serious alpine activity or mellow mountain schussing. The latter means that the scores that you acieve will not be saved for embarrasing posterity. After leaving the shop you can select the events that you want to compete in. There are five in all and you can play each individually or compete in all of them. The five events are snowball blast, downhill blitz, snowboard half-pipe, innertube trash and acro aeriels.

Snowball blitz is a little like Operation Wolf. Snot-nosed kids are closing in to nick the snacks that Barney has left you in charge of. You have to stop them with snowballs. The closer the kid the less he scores you. You can face north, south, east and west so you have to keep an eye on the radar. Other thingies appear, like abonimable snowmen and eskimos, which can be balsted for extra points.

Downhill blitz is a violent version of Ski Sunday. You have to make your way down to the bottom of a very nasty slope as fast as you can. The more stunts you perform from the cliffs the better though. Basically a race against the clock but posers will be rewarded.

Snowboard half-pipe is an icy adaption of the popular skateboarding event. You have to go as fast as possible back and forth across a half-pipe, pulling jumps and stunts. Things to avoid include falling off and chainsaw rabbits! The faster and more complex the tricks the better the score awarded.

The innertube trash reminded me of Toobin'. It's a race down the hill against either a friend or a guy called Lester. You have to be the first to finish but making the other guy's tube go flat gives you a distinct advantage. There are traps to watch out for too as these may make you come unstuck.

The last event is acro aeriels. You have to do a ski jump and perform loads of tricks. Staying up in the air for as long as possible is certainly a help too. There are some really wierd tricks like the Moebius flip and Daffy. All of the events are fairly playable and good graphically, but playing alone is unlikely to be entertaining for too long. See it before you part with the readies.

Fax

I'm Dreaming . . .

Snow is actually a cold form of water. When water is subjected to temperatures of zero degrees celcius or lower it freezes. Ice is the result on a body of water but droplets may become snow. When snow melts the water miraculously reappears and you have to take up waterskiing.

skorebox

8 6

5 4

overall 65

TIME MACHINE



VIVID IMAGE – £9.99 Tape, £14.99 Disk

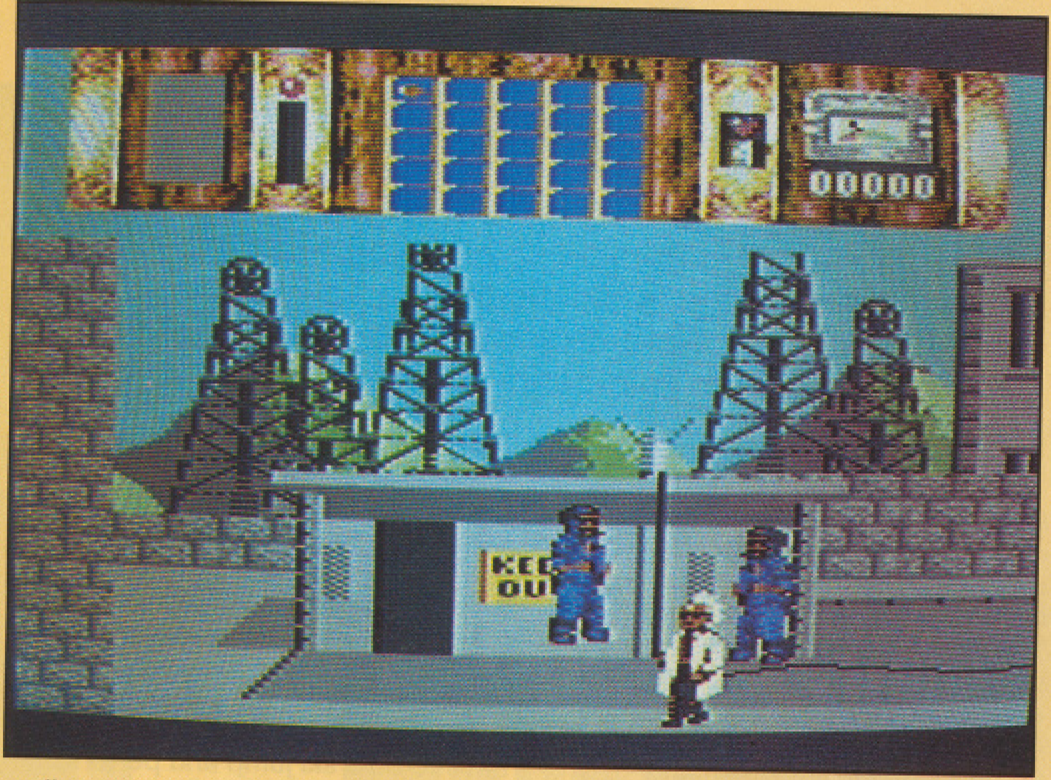
Time is relative. Does that mean that occasionally it will come around and give you a big sloppy kiss and demand a scone and a cup of tea? Ash. discovers . . .



Neandothal Man never had it so good (until Ash. was bought lunch)

Dear me, here I am in the prehistoric ages. Not a lot of nightlife - unless Pteradactyl clubs turn you on that is. The whole planet seems to be a very hot place. Still, I thought that I was going to die when the terrorists tried to blow me and the time machine sky high. Instead of being killed the contraption blasted me 10,000,000 years back in time and now I'm in a lot of bother. Getting back to the present day will be hard enough but I've got to fix the time machine as well, as it's been damaged by the bomb. Oh well, can't stand talking for the next 10,000,000 years, so much to do, so little time...

Time machine is the latest venture from Vivid Image, the Watford-based design and programming team who were responsible for the brilliant Hammerfist. Time Machine is a very worthy follow up to that title, and adds a new depth to the traditional idea of arcade adventuring. Professor Potts, the mad scientist, is set to become the world's first time traveller. However, he is beset by terrorists just before the machine's first operation, and is blown through time to ten million years B.C.



This would be a problem for most normal humans. However, Professor Potts is by no stretch of the imagination a normal person. He is just a little bit eccentric. This is an advantage, because it means that he believes that his inventions will work - and so consequently they do, because belief is a powerful force! Unfortunately his precious time machine has been damaged, as the crystal that powers it has been lost in time. With your help Potts has to locate the crystal and repair the time machine, thus avoiding the fatal blast from the bomb forever.

The problem is that the presence of the crystal has altered time, thus effectively destroying the future! Just think, YC would cease to exist and there would be no mag that caters for 64 owners exclusively. Anyhow, Potts is a subscriber and he doesn't want to miss a single issue, so he sets about altering the course of history to save the world.

Initially there is only one time zone. This means that Potts has to alter history significantly enough to create another age and so progress on down time. Each age is made up of a wrap around scene which is five screens wide. Each screen has its own features and items, all of which have some use or relevance. This use or relevance may not become apparent for millions of years though so don't hold your breath! At the top of the screen is a radar type warning system which spans the five different time zones. This looks like a stack of miniture screens. As you create a time zone its corresponding set of screens appears on the radar. The screens show as either green, orange or red. Green screens are safe, orange shows that there is some danger and red means that a temporal calamity is about to occur

Fax

Market Forces

Activision are marketing the game, which is good because they've been around since almost as far back as prehistory. And there are no plans to produce a film of the game entitled "Back to the Future 4: Prof Potts sox it to em".

and that the Prof should get to that screen pretty damn quickly!

The puzzles are very basic and straightforward, for example the planet is too hot at the start of the game, and Potts has to find a way to cool it down. But this doesn't imply that the puzzle is easy to solve, just easy in theory. Being sucessful in this means that a new time zone will come into play with its own set of problems. The game requires switching between the various time zones that you have created to solve problems. Each screen looks similar to its sister locations in the other time zones but brilliant graphic work means that each looks as if years of erosion and evolution have occured and so gives each zone a feeling of uniqueness. One example of the changes is the swamp - this is lethally deep in prehistory, but by the ice age is much shallower and safer to cross.

In order to complete the game you'll have to guide the Prof back and forth through the time zones, as different problems often need the resources of two or even more zones to solve. What may be inaccessable in one time zone will more than likely be available in the next. The game has been wonderfully designed with loads of great touches, like the Pteradactyl eggs that release a handy flying taxi when shot with the Prof's home-made laser hands (also useful if the natives get unfriendly, as they drain energy from one of your four lives). Another of Potts' inventions are the teleport boxes. These can be dropped on any screen in any zone and can be immediately returned to at a keypress. You only have four of these at your disposal though.



It looks as if we've got a jolly bunch of Arsenal supporters here!

Graphically superb, technically brilliant - and thankfully the game only takes one load, which means no nightmarish multiloading system for each time you want to travel between zones. I cannot recommend this game highly enough. Most definately the thinking man's arcade game with lots of nice twists and details. If you have any liking at all for exploring and puzzle solving with a test of the reflexes to boot then get it yesterday.



I wonder why they don't want me to go in there? Poll Tax prison probably!

skorebox

	9		10
	7		10

overall 94

THE GREA[T] PYTHON G[...]

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BLOOD



PSYGNOSIS
9.99(Cass)
14.99(Disk)

Cash, spondoolics, dosh, wonga, loot, blag, call it what you like, Ash. kills for it (well tickles you a bit anyway).



Many a Psygnosis game features great gameplay subtely woven into a long poetic plot with heavy strategic overtones and atmospheric artwork. Blood Money is a horizontal scrolling, hard 'n' heavy blast em to little pieces type of game that makes no apologies for itself. You are a space pilot out to earn Blood Money by shooting lots of nasties with your guns. By collecting the add ons your firepower becomes more and more awesome and your blood lust becomes all consuming.

It's not every day that a software house is so honest about their product. Many of them try to hide the mindlessness of their shoot em ups by wrapping them in loads of gloss and story. Psygnosis abviously believe that honesty is the best policy and have gone to the other extreme. The story (rather thin, as you might imagine) is that you are interested in going on a space safari. There are four huge planets to visit. Each one costs a number of your credits. The higher levels cost more to reach so you'll have to earn enough from the lower levels in order to progress.

The game can be played by one or two players simultaneously. The guise is of course teamwork but the chances are that you'll end up fighting over the power ups and cash. The power ups include rockets that shoot up or down the screen, neutron bombs for improved explosive power, a rear missile and long range missile targetter. Also available are speed ups and extra lives. These can all be bought from the various in-level shops that accept the currency you've been earning.

As you fight your way through the levels you'll notice the wide variety of alien death-dealing craft. From magic mushrooms to wierd crabs and other mutants, the common



Ooh, bandits at nine o'clock! Oh that's alright then, we've time for dinner.

MONEY

Fax

Big Juicy Needles
Blood doners give a pint of their blood every six months to save peoples' lives. However there is no bounty to be earned by shooting them and you could get a criminal record so it's not to be recommended.

skorebox

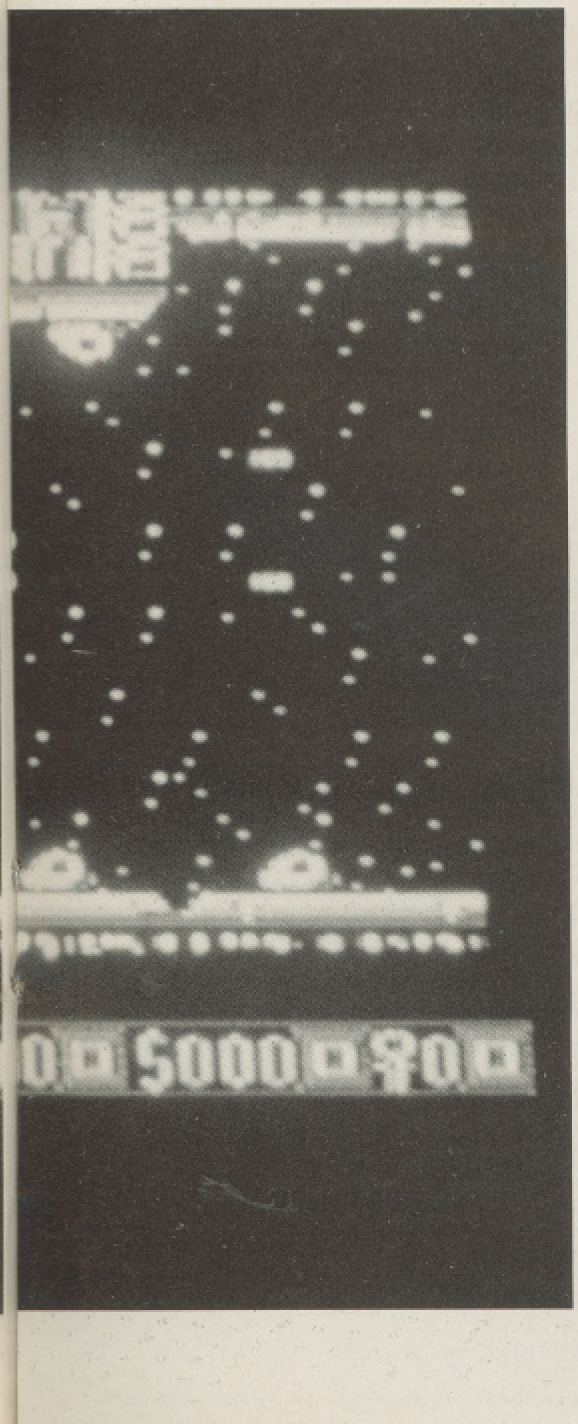
7 9

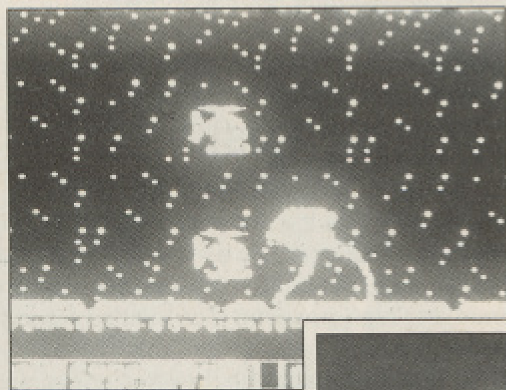
7 7

overall 79

factor is a marked and psychopathic hatred of tourists. Each planet has a different atmosphere, so you may have to pilot a sub on one level and fly on a jetpack in the next.

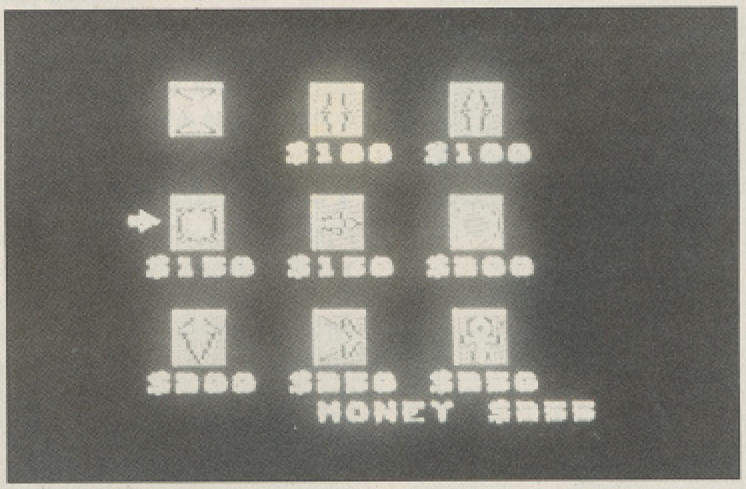
As per usual, there is a superbly evil end of level being to be disposed of. These are very big and powerful and you'll need all of your wits and reactions to get the better of them.

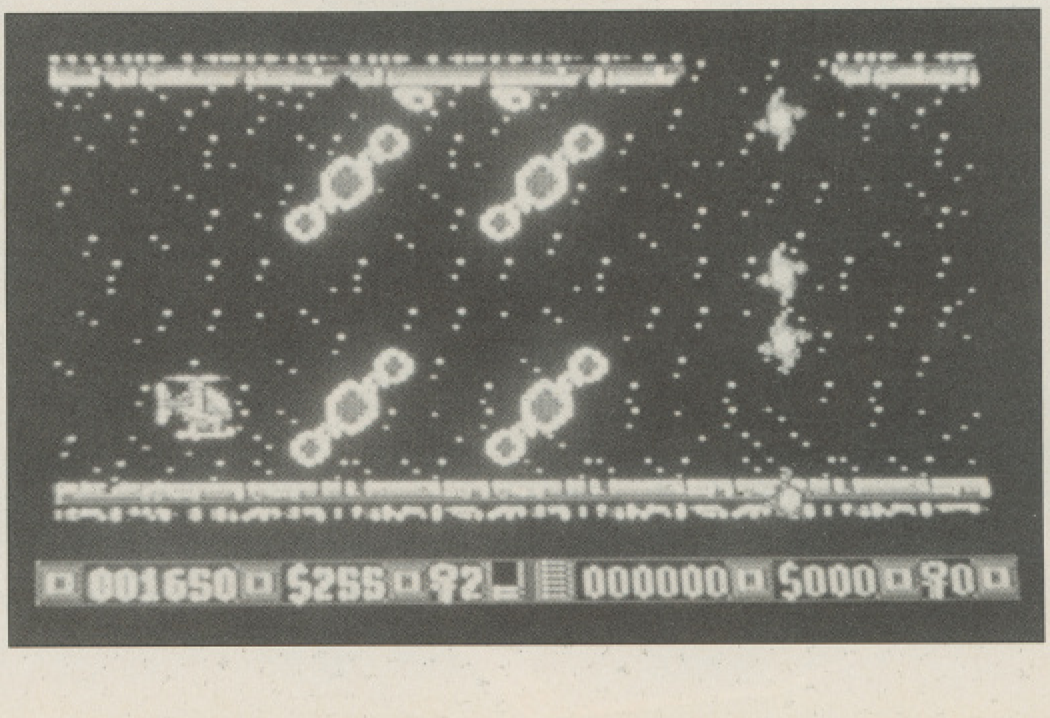




Big munday thing coming our way what'll we do? Ah, smeg'im!

There is a great soundtrack behind the action which will get you in the mood for death dealing. Graphically the game is very bright and busy, with nice characters, but just a little too chunky for my liking. Superb if played by two players, good fun on your own and a good buy for shootie freaks.

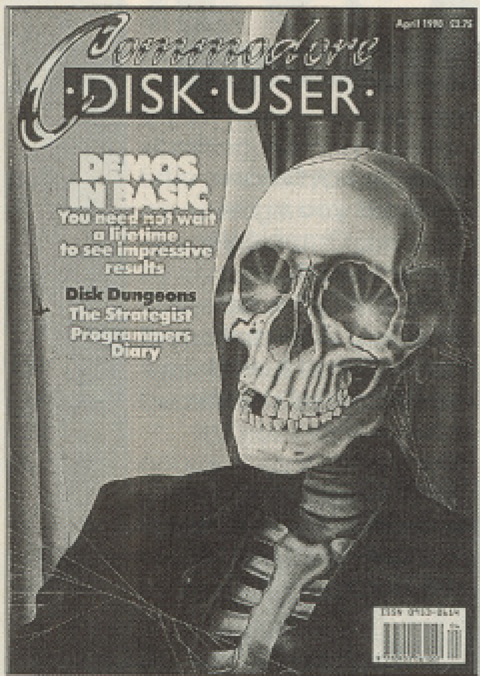






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YC

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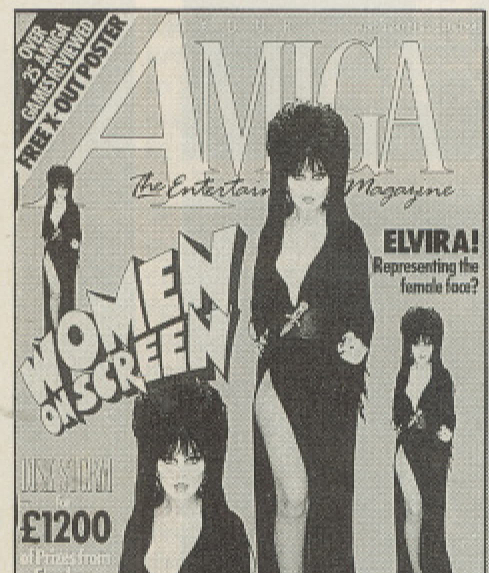
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COMMODORE DISK USER is the answer to every Commodore computer owner's dream. The disk supplied with the magazine contains a variety of ready to use, high quality computer programs – no more lengthy typing in of listings. The scope of the programs is wide, varying from games to business software and high-powered disk utilities – and the disk would retail for at least £50.00 if bought independently.

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YOUR AMIGA reflects the sophisticated image of the latest machine from the Commodore stable. The magazine content revolves around the powerful visual and audio capabilities of the machine. All of the latest Amiga games are looked at in detail – complete with full colour screen shots. Extensive coverage is given using the Amiga range of computers in the world of entertainment. All the latest graphics software is dealt with in detail, complete with hints and tips showing the user how to exploit graphics programs to the full. The computer musician will not only find reviews on software, but also coverage on the latest keyboards and music hardware. So, if you're into music, graphics, video or games then you need YOUR AMIGA.

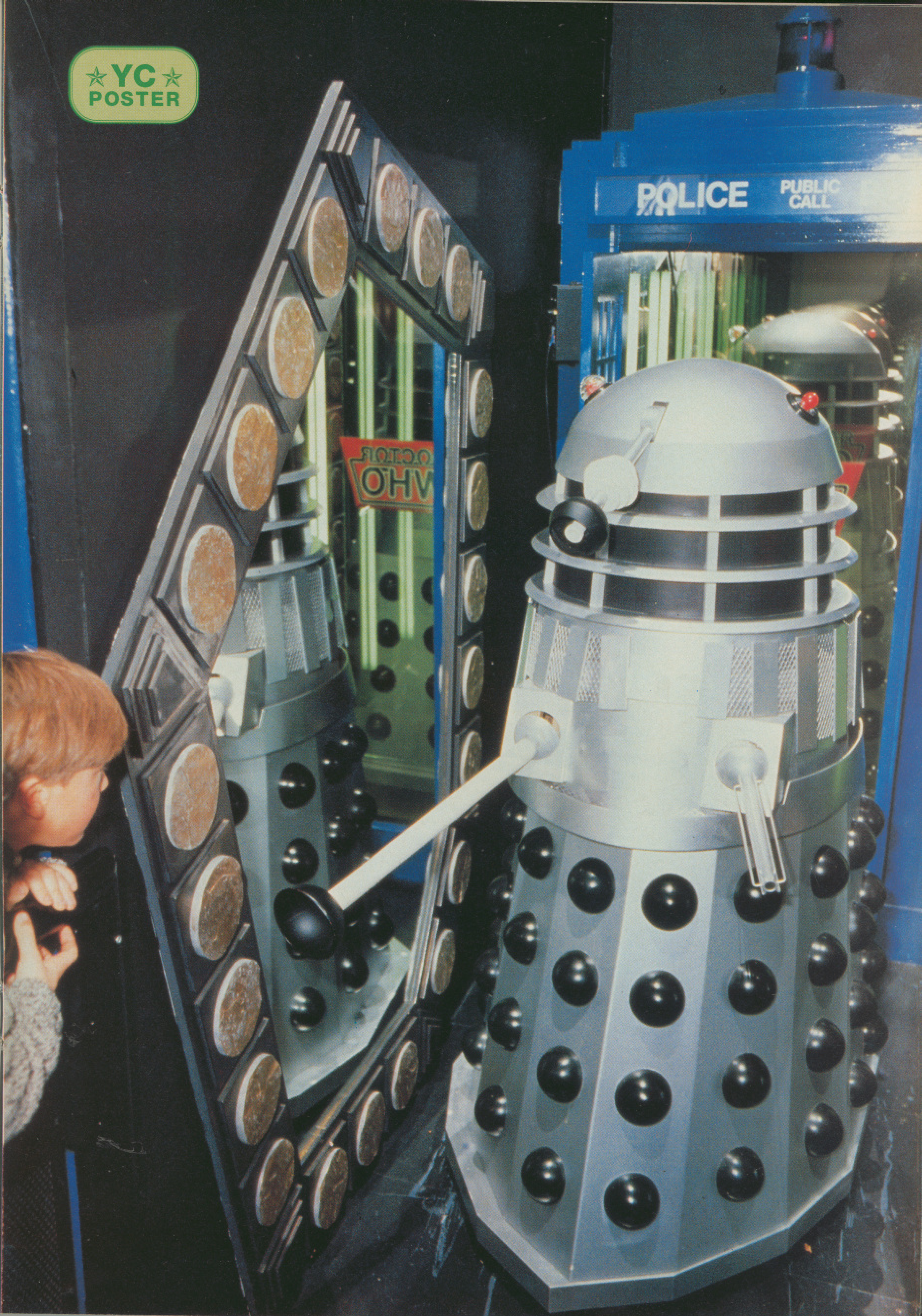
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YC



YC POSTER
POLICE
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POSTER




YC POSTER
ROBOCOP 2

POST APOCALYPSE

Hi Posty here again. We've received a lot of very strange and weird letters recently, and if anyone else asks who I really am, I'll come around their house and shove my 'imaginary' photon blaster up their... (The ravings of Posty have to be interrupted here in order to save many people embarrassment. We hope it hasn't affected your enjoyment of the magazine - Ed) ...For everybody else's sake here's the address to send your letters: Post Apocalypse, YC, Alphavite Publishing Ltd., 20 Kiln Farm, Potters lane, Milton Keynes MK11 3HF.

LETTA OF THE MUNF!!

MORBID OR WHAT?

Sorry to hear that you're dead old chums. I suppose one C64 mag had to go, it's a bit of a shame though that it wasn't the other one. Oh well, I hope that Rik, Ash and the rest of the crew get back on their feet and that we see them on another mag pretty soon.

Harold Burlow, Blackpool

PA: Ha! There you go, just when you thought that we'd snuffed it, here we are with an even better magazine. The only prob is that we've gotta flog the headstone, any reasonable offers considered.

HOME AND AWAY

I've just grabbed yer latest copy of YC to hit the Aussie newsagents (the June issue) and it's mega-cool! I stuck the tape into my datasette and loaded the demo. Excellent!!! I can't wait to buy the game! Only next time make it a playable demo.

Right, bung the other side in! I loves the logic game! Only when I go to enter my name it goes back to the title screen when I press fire for my first letter, then I can't start another game. Am I doing anything wrong?

Looking through the magazine I can say that it is good, except that it should have lots more colour (especially the review screenshots). I buy two other mags, Zzap and C+VG, and they always have colour reviews, so how about gettin' the can of paint out and colour the reviews (and other stuff)? Also why don't you do arcade reviews?

When you do posters, how about sticking ads on the other side instead of reviews, etc. as I don't pull the poster out because of this, I think it ruins the mag?

Also would you be able to distribute sister mag Commodore Disk User in Australia? I would be grateful and I think I am missing out on some great stuff.

Right, that's my lot for yer column. Now I'm off to read me Teenage Mutant Ninja Turtles comics again.

Cowabunga!!!

Adam Wade, South Australia

PA: Next ish you should see our first PLAYABLE demo in the way of Time Machine, and if you don't you can be assured that Rik will be strung up by his... Ahem!

As for the Logic prob who'dya think I am, Paul Eves or somefing? I'll get an answer for this and I'll send it to ya. And colour? Why don't ya get your own crayons and colour it in yourself? It's far more fun!!

Neon Zone (the arcade column) will be back soon! The back of the posters are now other posters, so you get to choose which side to have on the wall, and as for ya last prob, what d'ya think the subscription forms are for?

DISAGREEMENT

I've just seen the latest YC under your new direction and although I think that it's rad, cool and really brill, I disagree with the review of Galaxy Force (by Godzilla?).

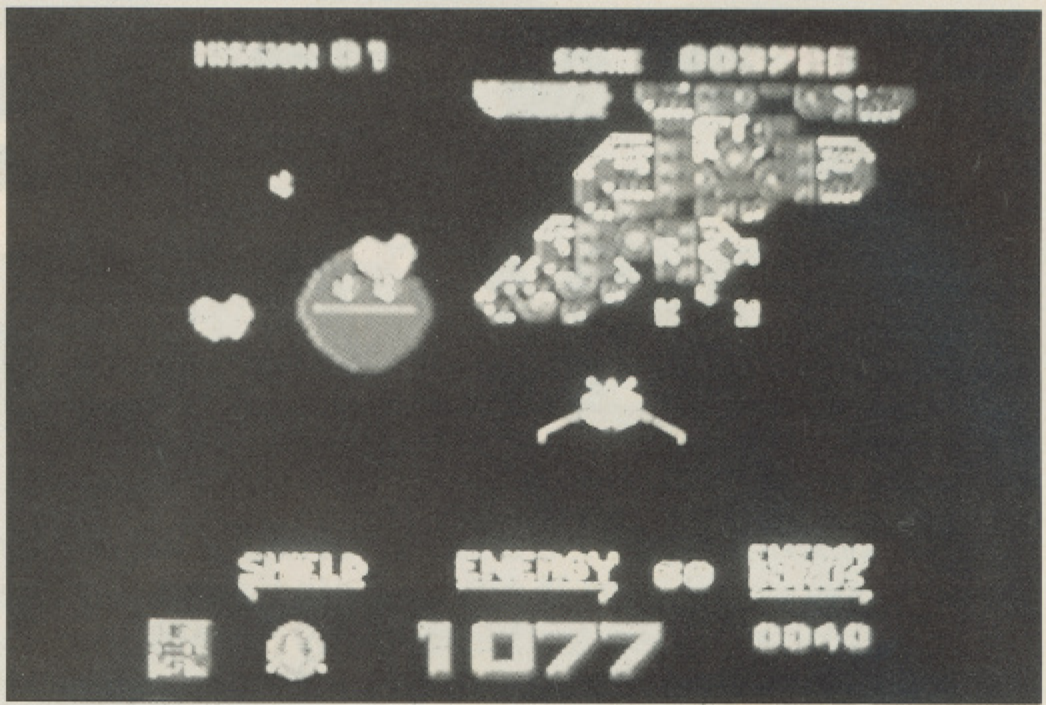
He says that the graphics are too blocky and jerky, but so was the arcade machine, and I feel that this is a very good copy. The gameplay is far more involved than Godzilla says and here are the scores that I would have given it:

Graphics 8
Sonics 7
Fix Factor 8
Half-Life 8
Overall 79

Still not quite a YC Fun One, but a pretty decent game just the same.

Robert Young, Swansea

PA: Get outta here! I asked Rik what it was like, he showed me and I was ill for a week.

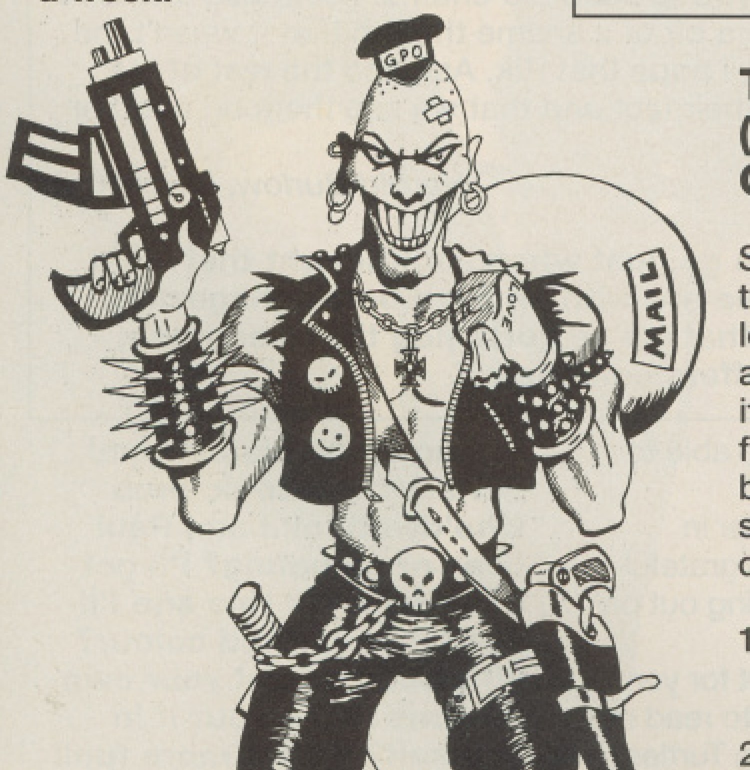


Joke of the munf!!!

How do you shoot a purple elephant?
With a purple elephant gun!

How do you shoot a pink elephant?
Squeeze its nose until it goes purple and then shoot it with a purple elephant gun!

Submitted by Beverly Gardner (Surely somebody can do better than this!)



TONE LOC (LETTER OF COMMENT)

So you've moved then! The mag looks different anyway, I think I like it but we'll leave it for a few issues before I'm totally satisfied. A few questions:

1) Where has Neon Zone disappeared to?
2) Why is there a poster of Back to the Future II?
3) Why is Kenny Dalglish Soccer Match so bad?
4) What is your real identity, come on tell us all?
5) What the hell is Flamehead all about?
6) Who writes the Purple Puzzle Page?

I think that's about it. I'll catch ya later dude, probably!

Adam Shell, Hackney

PA: What sort of a name is Shell? Ah well, here's a few answers for ya:

1) See previous page.
2) Why not, it looks good!
3) Why do birds suddenly appear?
4) Death is quick for some, but not if you go on, unbeliever!
5) Ask Flamehead I suppose.
6) The Great Purple Fishlord of Czar, obviously.

NEXT MONTH

U.N. SQUADRON

EXCLUSIVE REVIEW!!!

PLUS: EXCLUSIVE INTERVIEW WITH THE HOTTEST NEW BAND SINCE BUCKS FIZZ

EMF

Also: Time Machine - First level demo on the tape (we'll get it right in the end)!!!

And: Flamehead, Post Apocalypse, Scum of the Earth, Even more Posters, and better games than other mags we'd care to mention!!!

(Out 24 August - Better on the eyes than a trip to the opticians, and cheaper too!)

OdDbOds

So what else do ya do when you're not on your commy 64? Here's a few suggestions that might tickle your whatsit!

COMICS

TEENAGE MUTANT NINJA TURTLES - THE MOVIE

Archie Adventure Series
$4.95



Cowabunga! Now that the turtles have been transformed from comic book heroes to big screen legends, the big screen legends have been transformed into comic book heroes. This is the official adaptation of the movie of the heroes in a half shell, and as a taster to the cinematic version it's brill.

This is mainly because the adaptation is written by co-turtle creators Kevin Eastman and Peter Laird, and is superbly inked by them too. There is plenty of action and a plot that even Batty would be proud of. If this is anything to go by, the film is gonna be a real stonkingly good one, and you should all cram into the flicks as soon as it's out, but first buy the comic book and eat pizza and stuff.

Rik Henderson

GREEN-GREY SPONGE-SUIT SUSHI TURTLES

Mirage Studios
$3.33

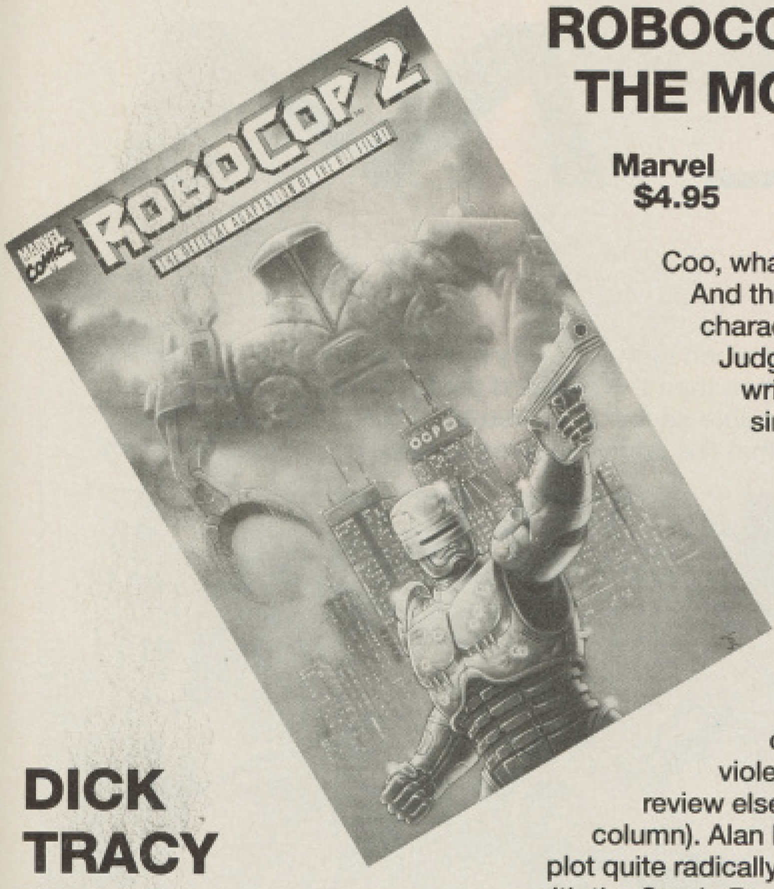


After you've read the official adaptation of the turtle movie you can read the official parody, but don't expect anything on the same par as Mad spoofs as this is more in the line of 'Carry-On'.

The plot of the original has been very tenuously used as a basis for the plot of this'un and it could be seen as much a parody of Batman and related hype as the turtles themselves. All the characters are there in some form or another, although their names have been radically altered to suit small comical abilities, although you must be warned that the ninjistic weaponry are based on American items that were either sold over here during the seventies, or have never reached these shores.

Leonardo has become Velveeduh, Michaelangelo is Viceroy, Donatello is Toyoduh, and Raphael becomes Pierrier (Splinter, incidentally, is renamed Match-Stik and looks very similar to a furry Mickey Mouse). And the humour throughout is very American orientated. This is not too hot, and it would be best to take the mickey out of the film yourself than to read this expensive parody.

Rik Henderson



ROBOCOP 2 - THE MOVIE

Marvel
$4.95

Coo, what a chunky book. And this Judge Dredd-like character finally gets a Judge Dredd script writer, and boy do the similarities notice.

Alan Grant takes the writing chores on this official adaptation, and it needed someone with immense experience to make a comic out of an incredibly violent, gory movie (see review elsewhere in this column). Alan has changed the plot quite radically in order to comply with the Comic Book Code, and possibly made it a darn sight more enjoyable. It even flows in a different order (ie. the meeting with Alex Murphy's wife is near the end of the comic, and at the beginning of the film) and makes a little more sense.

Robocop is put up against a new designer drug called 'Nuke', a new Robocop (surprisingly called Robocop 2), and just about 1000 new directives such as "Don't monopolise the bathroom".

There is almost as much action as in the movie and the comic is a good laugh.

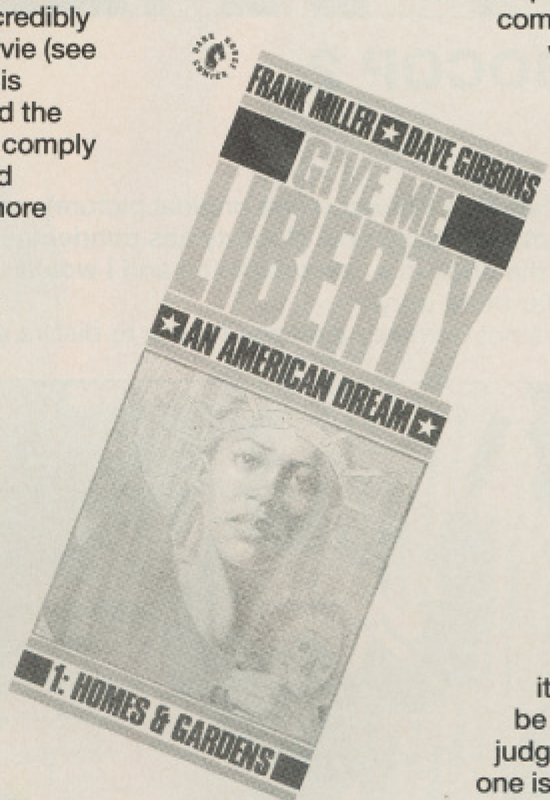
Perhaps it could've been better drawn, but as it is it looks like a stock Marvel comic.

Rik Henderson

GIVE ME LIBERTY #1

Dark Horse Comics
$4.95

Frank Miller (Dark Knight Returns, Elektra Assassin) and Dave Gibbons (Watchmen, Rogue Trooper) are both united fresh from immense success over separate comic ventures, and



although it would be hard to judge on just one issue it looks as though Dave has performed his best ever and Frank his worst.

There is no doubt that Give Me Liberty is superbly written, but the plot very definitely smacks of the early Third World War stories in Crisis. This may alter in future episodes but at the current time we have to sit and bear it in order to appear fashionable.

Dave Gibbon's artwork is very good indeed far better than his work on Watchmen, and Robin Smith's colouring is similar to a typical Jim Baikie comic.

Although Liberty deals with politics, it manages to do it in a way that educates more than it lectures. If you want something that is a better version of what has gone before, this is your kind of thang. If not, wait until the second issue, and see if it changes radically enough.

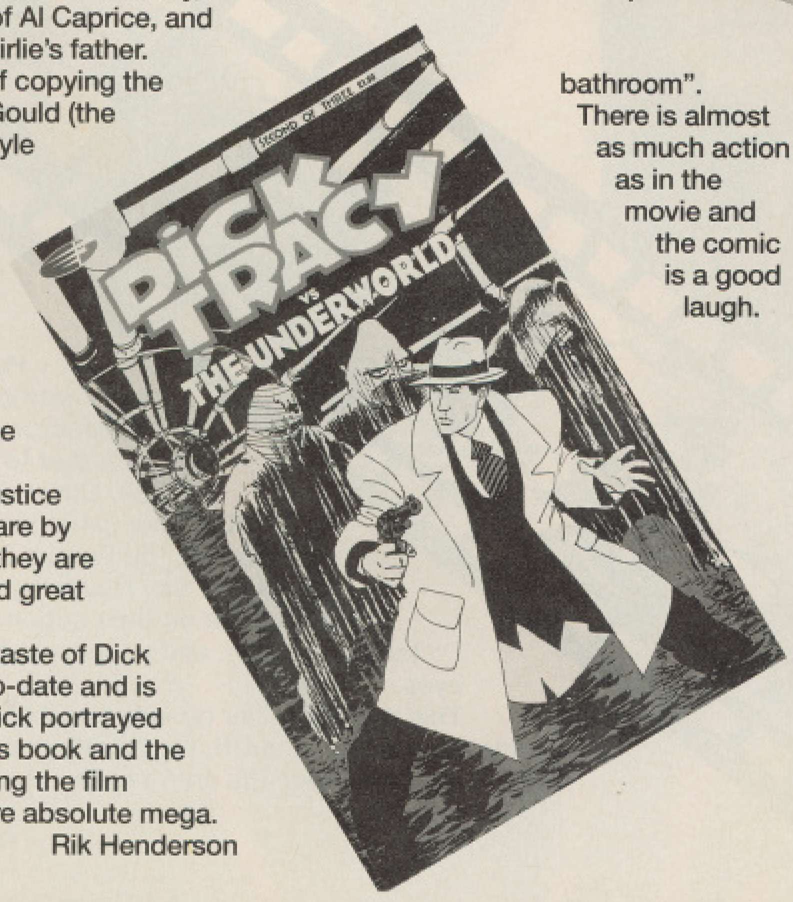
Rik Henderson

DICK TRACY VS THE UNDERWORLD

Fleetway
£1.50

Another hit film based on a comic character (and not the last by no means) was Dick Tracy and in true merchandising form there is a revitalisation in Dick Tracy comics. Fleetway has got the right idea though, and has released two new Dick Tracy stories that deal with the events that lead up to the movie, ie. the origin of Breathless Mahoney, the background of Al Caprice, and the death of his girlie's father.

And instead of copying the style of Chester Gould (the creator of Dick) Kyle Baker has made his Dick Tracy look not unlike Warren Beatty. His artwork is fast, and very atmospheric (other samples of Kyle's work can be seen in the DC graphic novels Justice Inc.). The stories are by John Moore and they are very accurate, and great fun.



If you want a taste of Dick Tracy that is up-to-date and is accurate to the Dick portrayed by Beatty, buy this book and the other two (including the film adaptation) they're absolute mega.

Rik Henderson

FILM



ROBOCOP 2
'18'

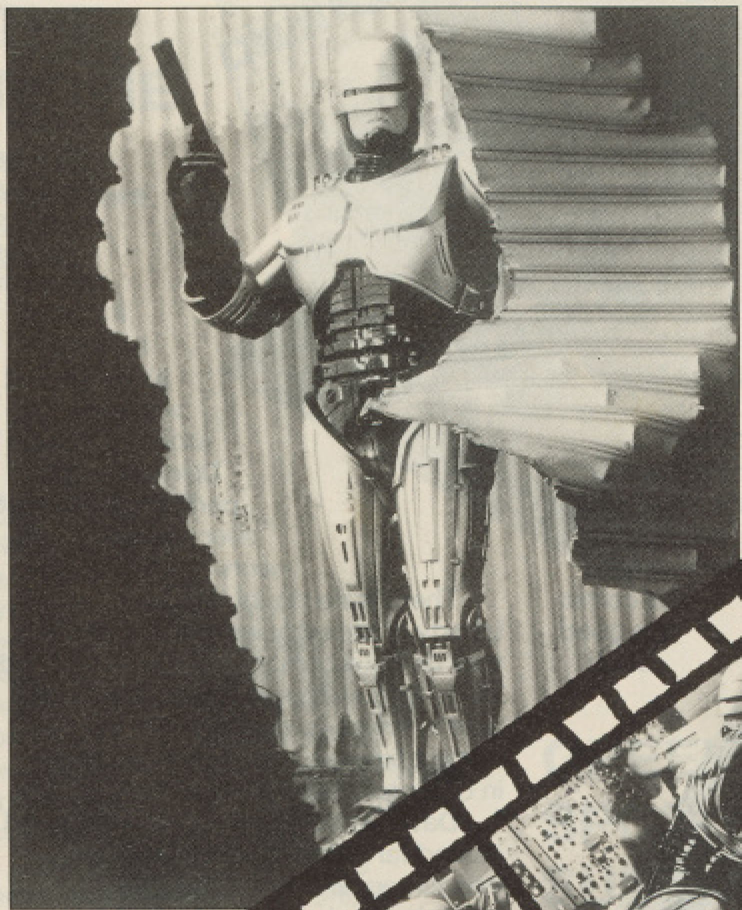
People said that Robocop (the original picture) was overly violent, I disagreed. Nobody has condemned the latest in the dude in a can's exploits, and I would say that it's far more gory.

This is not normally a reason for me to dislike a film, but when nigh-on every minute is full of blood-spilling action then the plot and the feel of the film both become secondary. Also all of the humour contained within the original seems to have been watered down



and is scarcely represented in the sequel.

All is not doom and gloom however, the effects are incredibly good indeed, and the fight sequences are very well choreographed. There are lots of 'ray/boo events and the dialogue seems to have been thought about a little more. Perhaps the major problem with the movie is the direction. Paul Verhoeven (the director of the first) preferred to stick to Total Recall, and instead Irvin Kershner (who has also directed The Empire Strikes back and Never Say Never Again, two films that rely a lot on their action sequences) takes the helm, and unsuccessfully in my eyes.

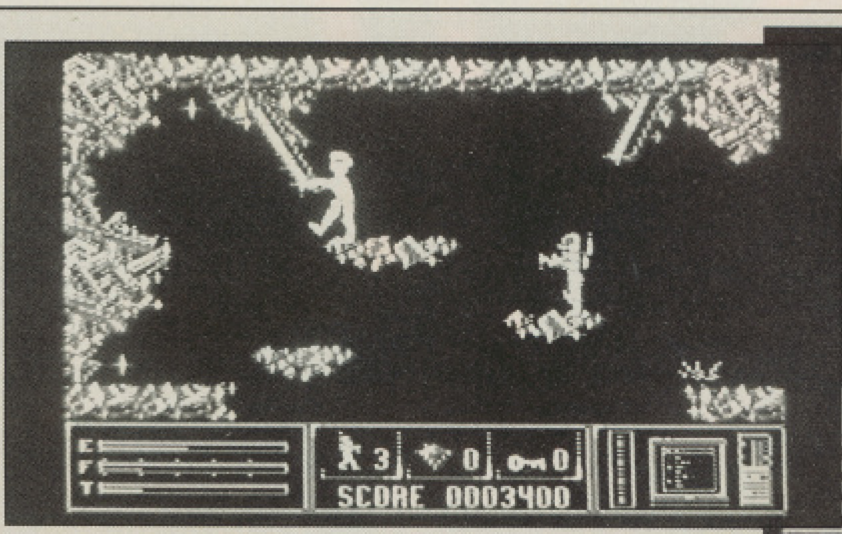


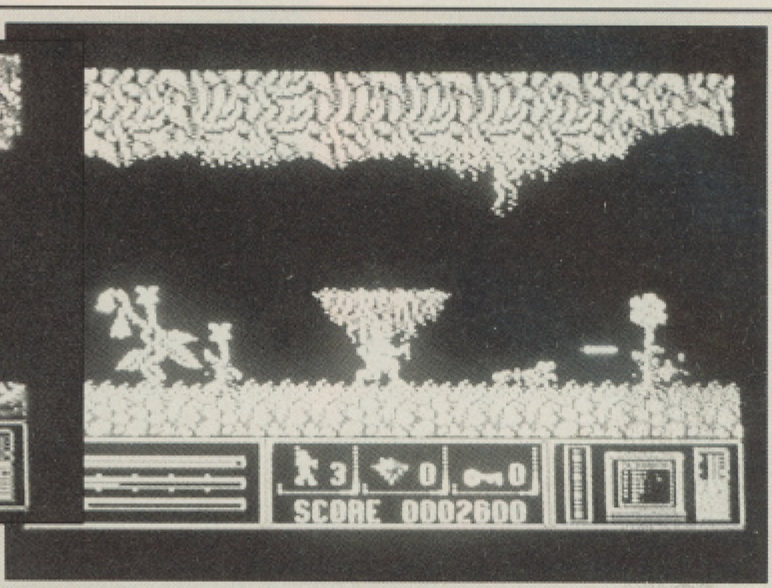
This will be a killer on video and has already made big bucks in the US, so it really doesn't matter what I say, but under 18s aren't really missing much.

Rik Henderson

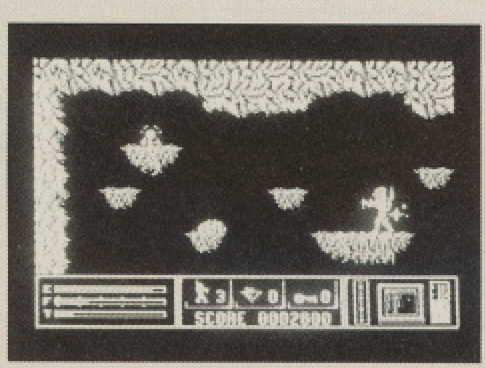

YC POSTER

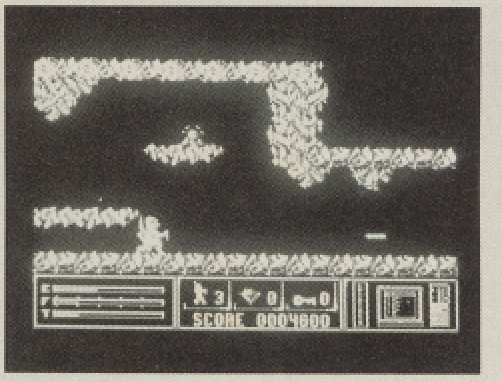
BARGAIN BUCKET





POSEIDON PLANET ELEVEN





Hi Tec Software
£2.99

With the uncannily poor plot backgrounds for most budget games you'd think that the greenhouse effect was down to a select few software houses that have decided to break down the ozone layer in order to create a storyboard (the software house effect more like). Whether this is true or not, in time honoured tradition the planet Earth has died due to the greenhouse effect, according to the cover of Poseidon Planet Eleven, and the human race has upended and shifted to the said planet.

Unfortunately this is not a nice place to live, but there is an even more horrible place, just below the planet's surface. And also unfortunately for you, you have to go there, because the planet is overheating and there are eight crystals down below that will cool it down if taken to the core.

In this arcade adventure you plod around searching for the crystals whilst all sorts of bugs and beasties try to gnaw away at your parts. It is vitally important to map this'un but only if you can stay awake for long enough.

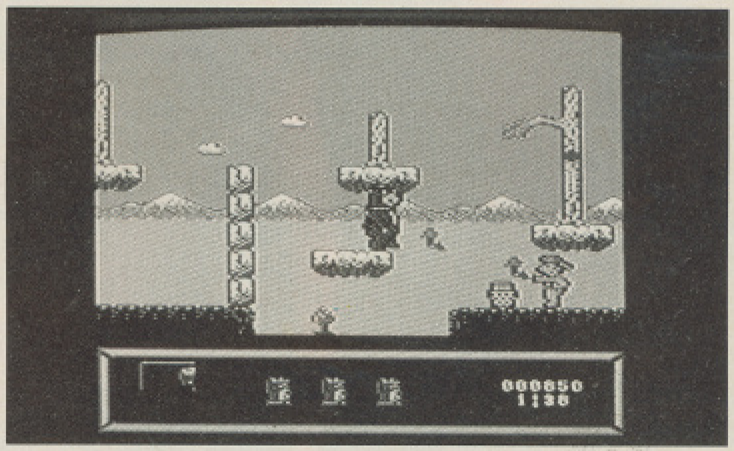
The animation of the main character is very poor indeed and the graphics in general leave a lot to be desired. Not even budget quality I'm afraid.

RH

SKORE
51

YOGI'S GREAT ESCAPE

Hi Tec Software
£2.99



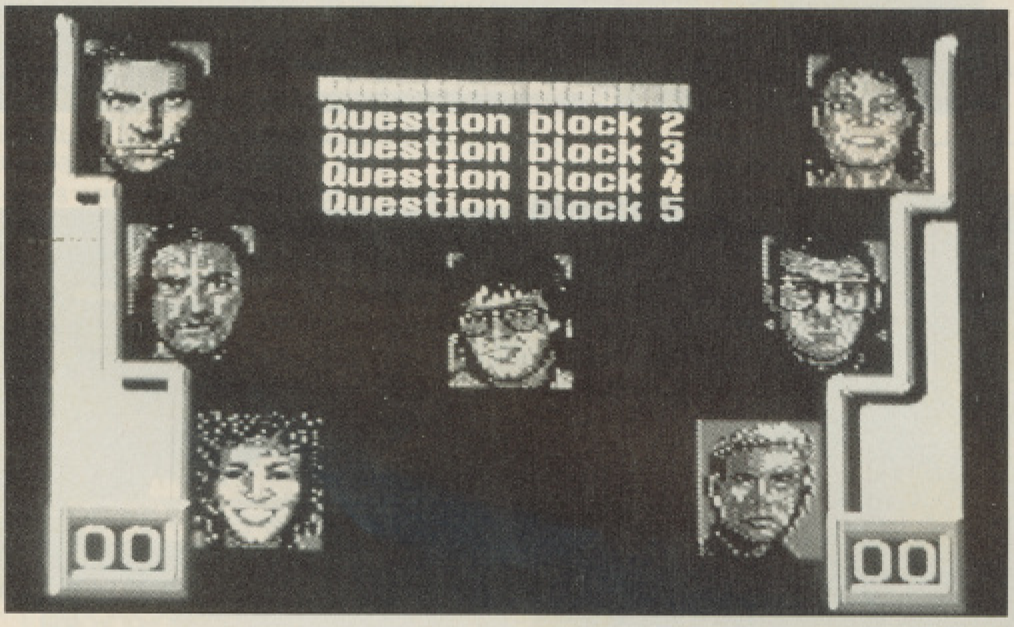
Yep, it's... Yogi! Remember folks that endearing yet sneaky bear who along with his trusty friend BooBoo robbed many an innocent camper of their picnic baskets? Well he's back to his capers in this fun packed "Wonderboy" clone based on the popular Hanna-Barbera cartoon series not the infamous and irritating Steve McQueen Boxing Day classic.

MIKE READ'S POP QUIZ

Encore
£2.99

Remember when Saturday evenings were fun? Before Bob's Opportunities had thought about knocking and before Take Over Bid thought up 1 point prizes to make you cringe, well that's when I remember good old pop quiz laden with 80s heros such as Simon Le Bon, Sting, Bono and Roland Orzabul. If you're a pop trivia junkie from the 80s backward and as boring as Mike Read then this is the quiz for you!





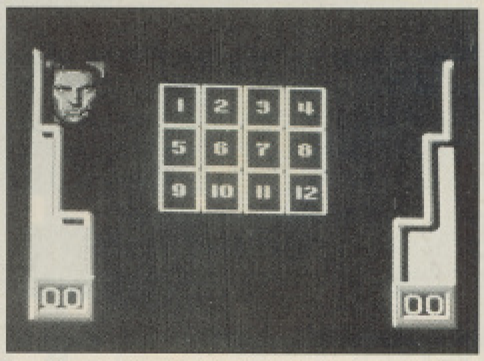
First you choose your team from stars who each specialise in their own subjects from Pop, Rock, Rock & Roll, Country and Western, Classical and Pot Luck. Then it's battle it out time through six rounds of questions on the above-named subjects. The Jukebox rounds (1st and last) ask you to pick a number to reveal the subject. Spot the Star will give you three clues on well-known pop artists, the quicker you get it the more points (no, not spots!) you get. "Your Scene" is the home or away round, followed by Name the Year and a Quick Fire Round. Personally I used to love the guess the lyrics round which is unfortunately missed out.

There are over 1,000 questions all asked by Mikey Babes in a fast-rolling speech bubble which gives you rather a headache after a while. Of course, answer a question incorrectly and it's over to the other team.

I suppose it's one of those fun for all the family type'o blasts, who'll probably know more than you if they are over the age of 20. Don't be fooled into thinking it contains up to the minute trivia about Jason, Kylie, Adamski and the like - it's more for the Duranies of this world (ask your older sister!).

BG

SKORE
68

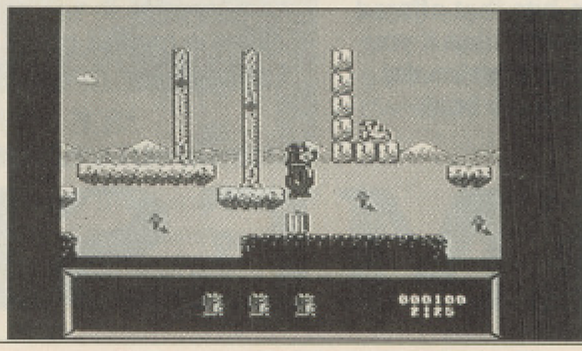




The last thing Yogi wants is be to be behind bars in a zoo especially if there's a "Don't Feed the Animals Policy", so you must help him to escape out of Jellystone Park before it closes, progressing through six jam-packed and mega-fun levels, avoiding obstacles such as Indians, snakes, ghosts, spiders and falling coconuts, amazingly. You have to be quick though as Ranger Smith and the tracker dog will be sure to capture you and take you to the dreaded zoo. Along the way are special bonus items to collect such as picnic baskets, hamburgers and toffee apples. For the smarter games player who wants special bonuses there are 6 pieces of Yogi's car, bags of money or cowboy hats to collect.

The game is not easy but that's what gives it that just one more go quality. It's fun to play though and definitely "smarter than the average budget game"!!!

BG



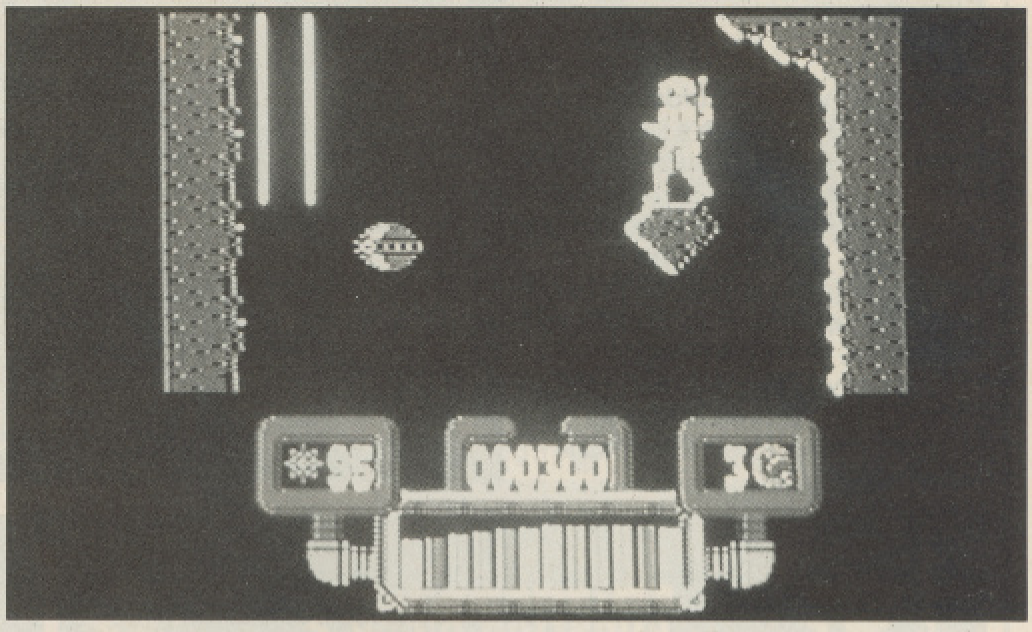
SKORE
85

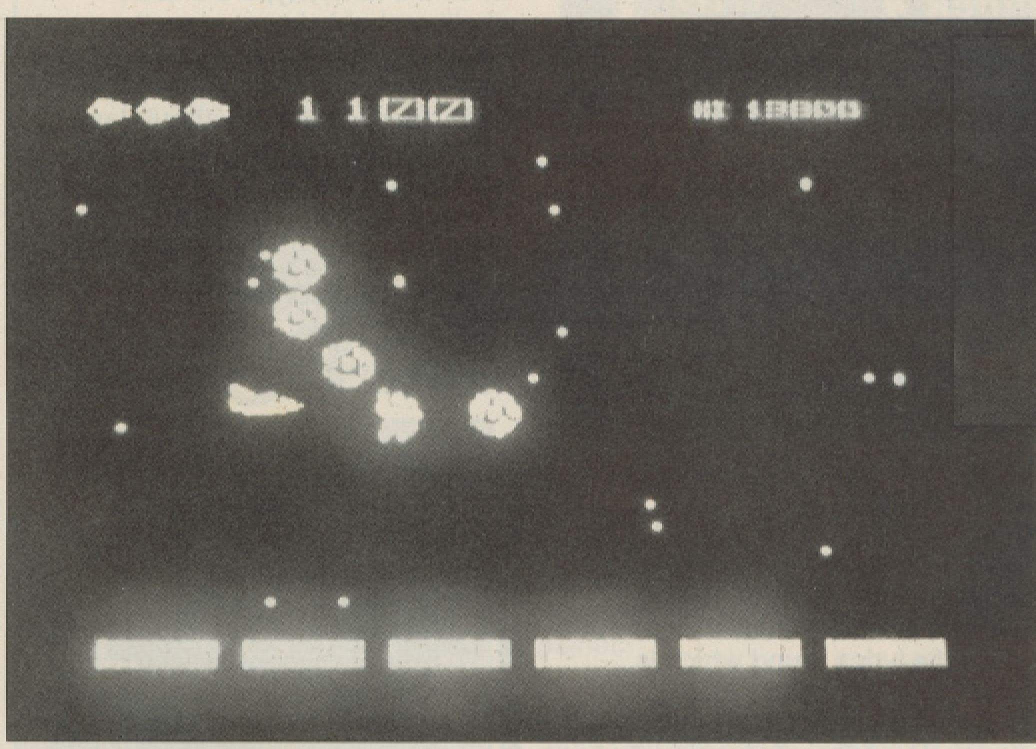
SPACE RIDER JET PACK CO

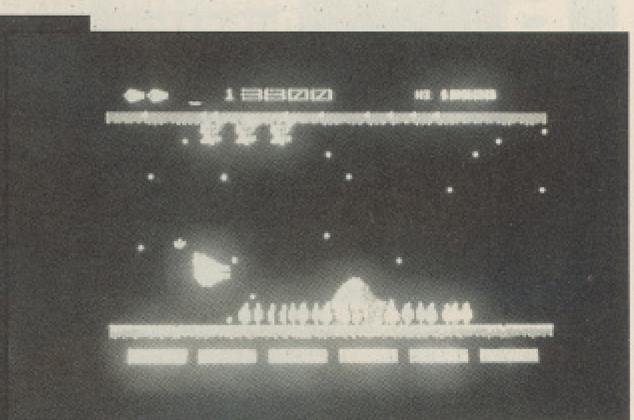
Hi Tec Software
£2.99

Ever wondered what it would be like to float around space equipped with the latest in space suit technology out on a different planet? Space Rider Jet Pack Co promises you this unique opportunity, but personally I believe 10 hours of the Stone Roses equipped with the latest in CD Walkmans would take you further into oblivion!

As chief test pilot for the "Space Rider" Jet pack Company you are sent to the 23rd planet (couldn't figure out the 23rd nonsense) to test the latest S.R. Mk8 Jet Pack (sounding more like electronic toothpaste dispenser than a space suit). Whilst there you also have to collect important and valuable minerals for use in the SR research lab. Sounds a "sinch" eh? You've guessed though there are hazards, well a few. Gravity is a bit weird on Planet 23 and can send you floating off in odd directions. You must also watch out for and blast the alien forms who guard the cave structures with their blobby lives claiming the planet is their property (as far as I'm concerned, they can keep it!) then there's little thangs







NEMESIS

Hit Squad
£2.99

Remember R-Type? O'course ya do. You'd have to be a few peanuts short of a packet not to. But do you remember Nemesis, the game that it was essentially based on? Well, you're likely to do that as well, but if not do not despair, we'll not tell.

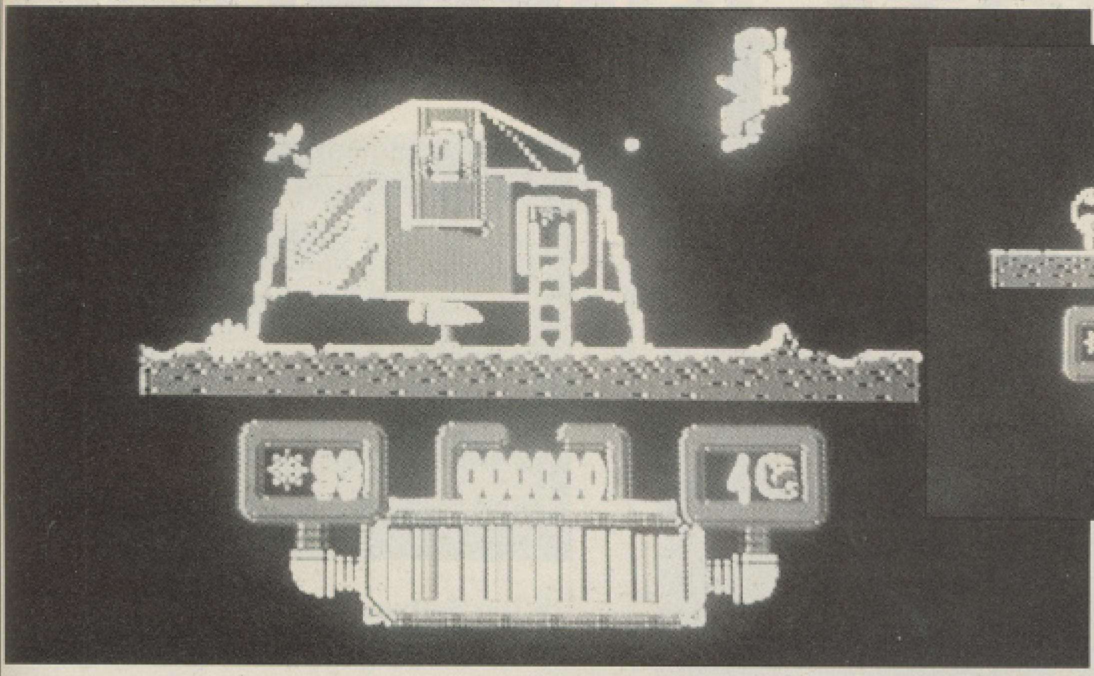
Nemesis was nigh on the first big coin-op blast-em-to-bits that offered varied weaponry for your ship if you collected icons. It was a horizontal scroller and it was a pig to beat (unlike R-Type, which was relatively easy in comparison). Konami originally converted it, and due to the poor advertising campaign and the distinct lack of magazine support it poo poo'd out of the charts without so much as a by your leave.

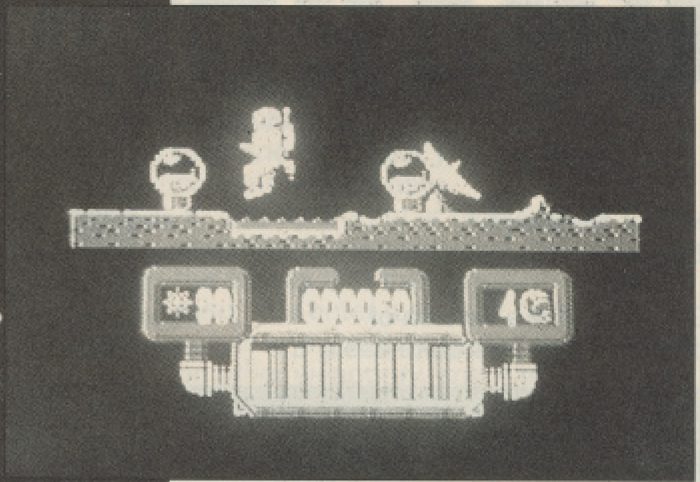
This was a shame and thanks to The Hit Squad we get another chance to sample to great graphics and gameplay. It's perhaps a little simple compared to the monsters being spat onto the market today but it's worth two copies of many of them.

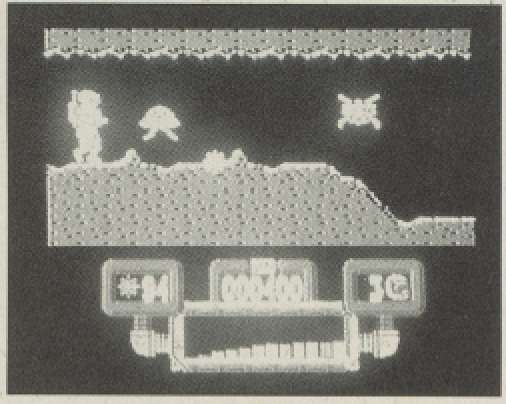
RH

SKORE
87

YC FUN ONE







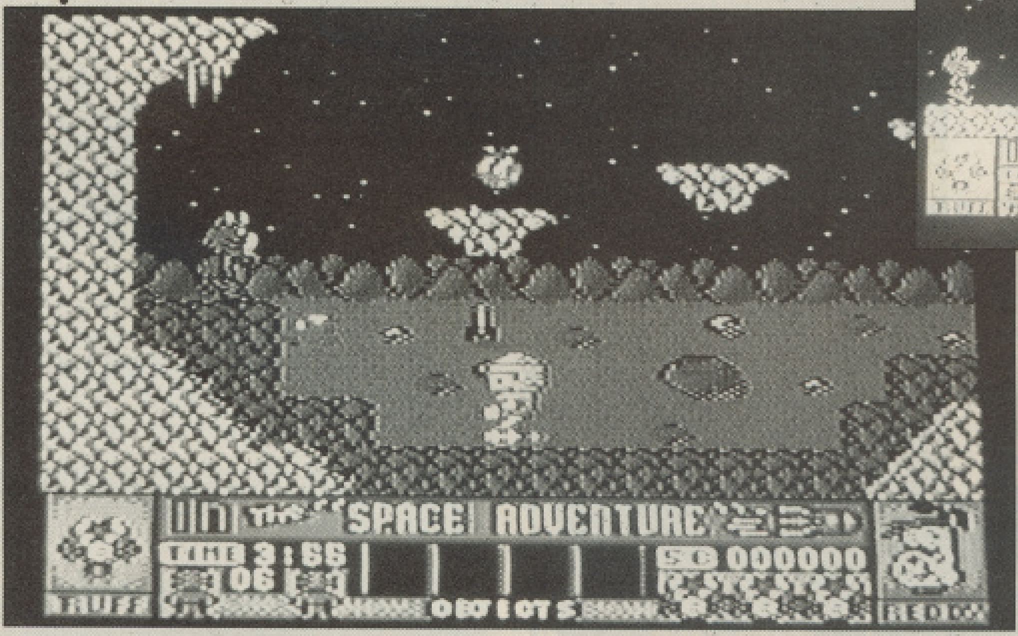
that put you off like moving escalators and electrifying barriers. That's about it really, which is a shame as the music is really "chilling" as well as luring and spooky. The actual cave structures are easily sussed and the alien forms are far from scary or original.

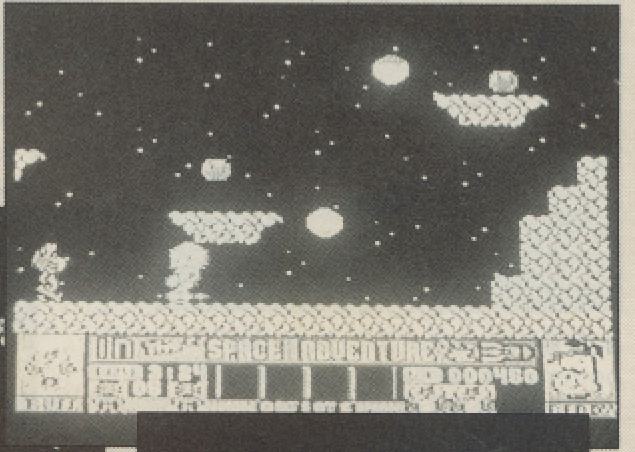
I'm afraid this game lacks the depth of gameplay to take you to different heights!

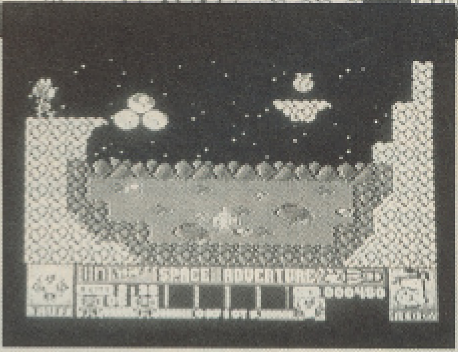
BG

SKORE
35

Ruff and Reddy in the Space Adventure



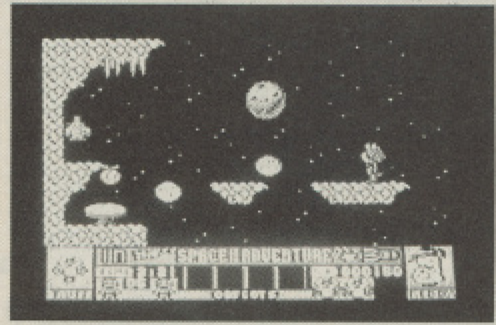




Hi Tec Software
£2.99

Another of Hi Tec's excursions into cartoon licences sees one of the more obscure Hanna Barbera teams appear in an arcade adventure kind of thang. Although the only one of the pair that you really ever see is Ruff (the small orange pussy cat) who must leap and bound around a planet rescuing small blue aliens, or else his friend Reddy will taste the worst part of a laser pistol.

There are many obstacles in his way though, mainly involving other aliens and parts of the planetscape. And also scattered around are bonus points in the way of objects that you can collect.



The controls are much the same as those used in any games of this type, but the graphics are the cream in this jolly big pudding. They portray a very cartoony feel and are immensely colourful. This is not really a game for a young child, due to its level of difficulty, more a games player with the same mentality. I liked it.

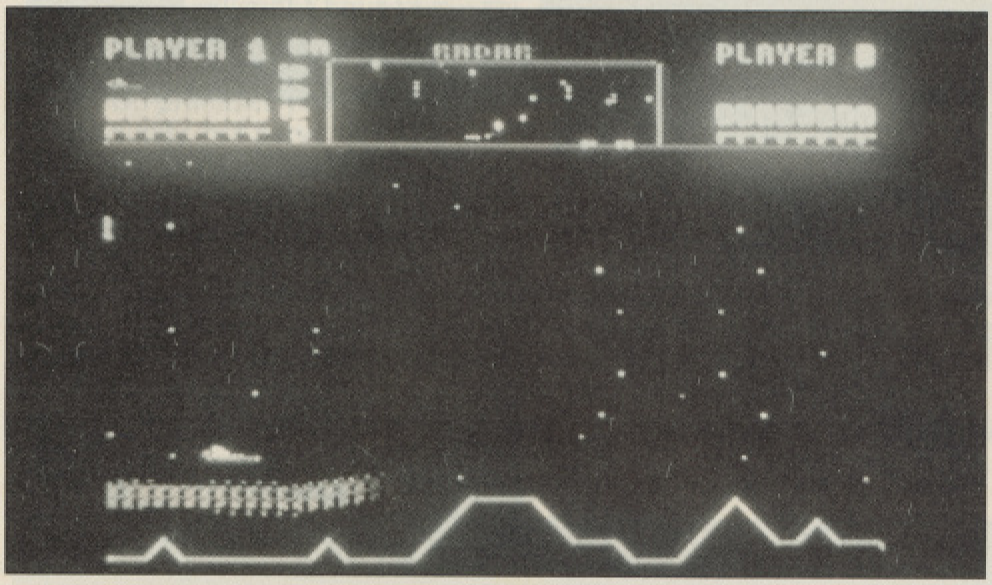
RH

SKORE
82

GUARDIAN II

Hi Tec Software
£2.99

Guardian was a version of defender that was quite easily the





definitive one on the good old commy 64, and although we've had to wait for some years, Guardian II promises to be even better. But can this be so?

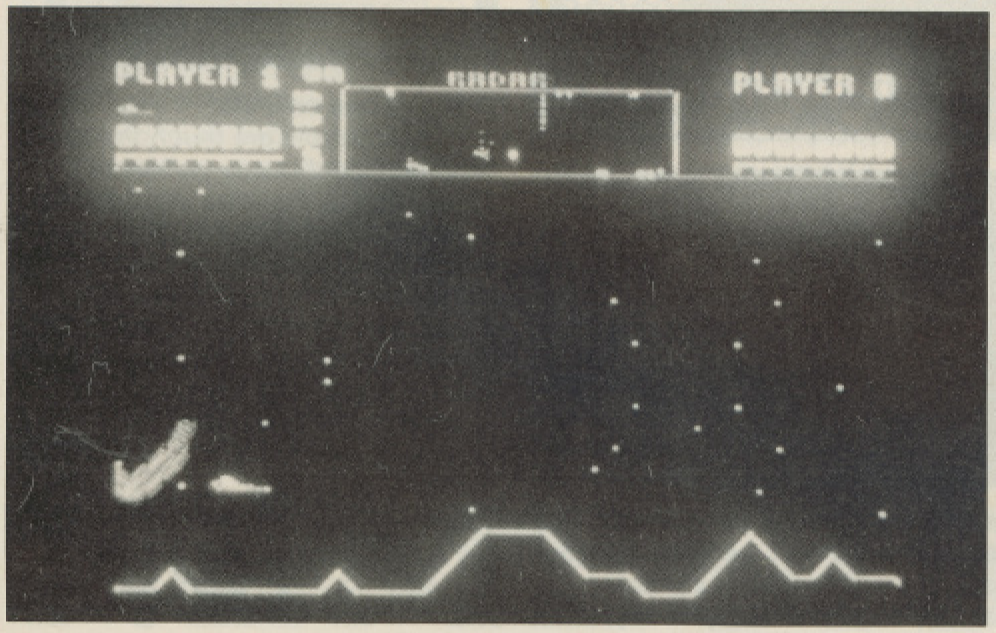
Yep, sure can pardner! This rootin' tootin' darn good shootin' defender clone is as close to the real thing that I can almost imagine a bunch of long-haired, trouser-flared maniacs all crowded around it shouting "Yeh I blasted that sucker, maaann!!!"

The one things that even improves upon it's ancient coin-op counterpart is that you needn't have a third hand implanted so that you can reach all of the keys at once. Nope the joystick revolution changed all that, and at a budget price Guardian II is a good reason for the youth of today to go "nah, nah nee, nah, nah!" at the youth of yesteryear.

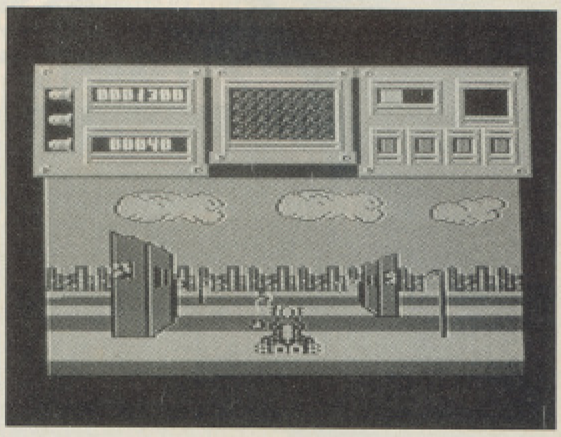
RH

SKORE
89

YC FUN ONE



FUTURE B



Hi Tec Software
£2.99

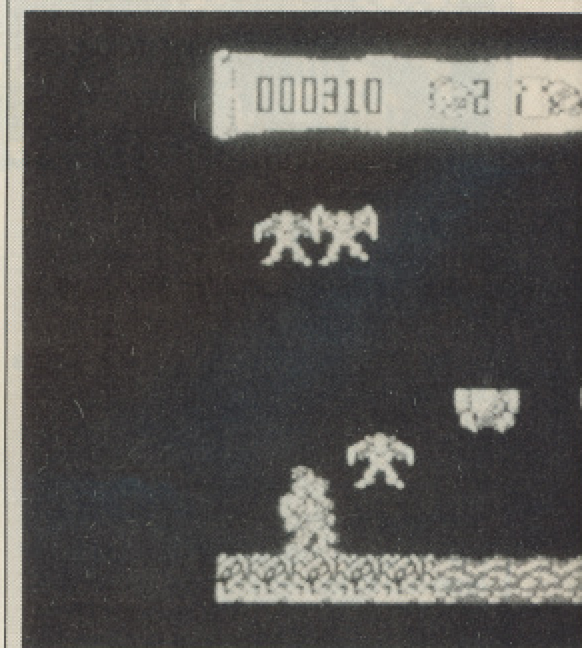
This is the ultimate for speed freaks, it must be 'cause it says so on the packaging. Somehow I think speed freaks would be more interested in getting down and then arrested at a warehouse party, but there you go. And not only is this statement probably illegal for suggesting that it would satisfy the appetite of a junkie, but the game would hardly even interest a snail lover.

Future Bike Simulator seems to

Cartoon Time
£2.99

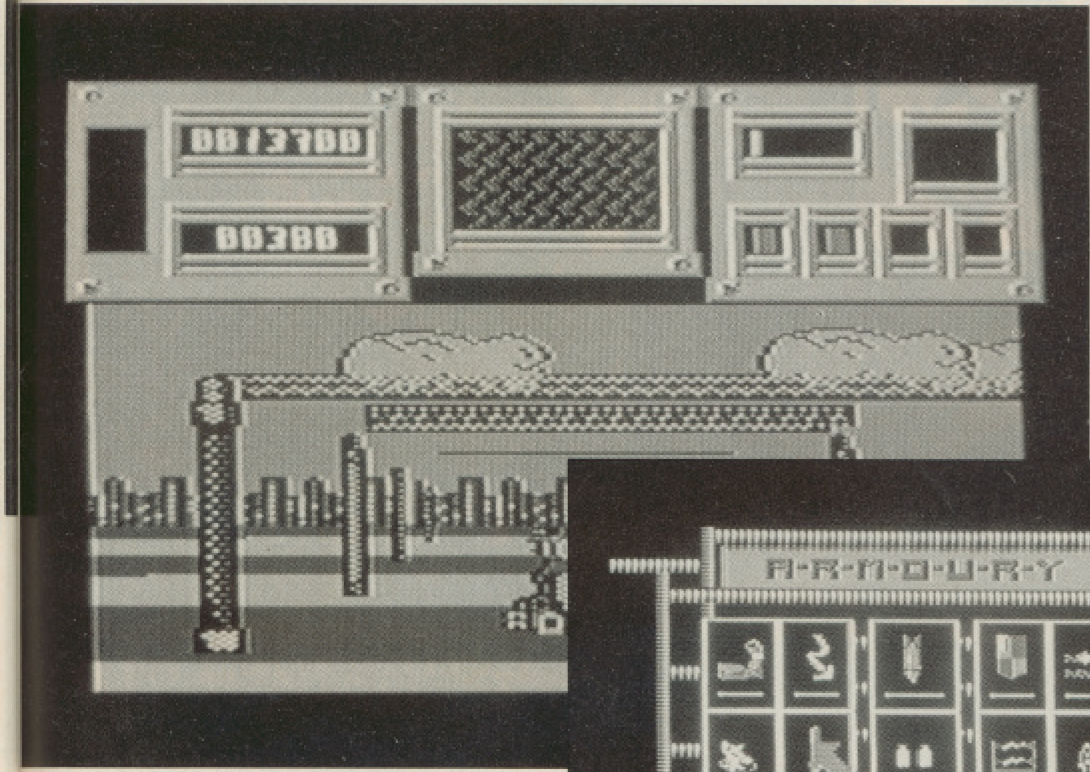
Now this is a game that I can associate with, a hero that falls over matchsticks, has a problem walking over obstacles in his bedroom, and has a tough time when participating in sport. But what's this? Aargh, I've been conned he's no pathetic mortal, he's a flippin' chunky beefcake that has never put salt in his coffee in his life!

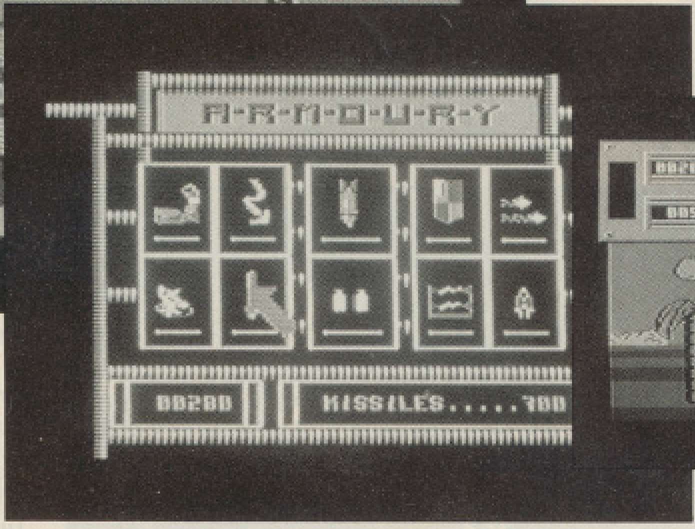
In fact on closer inspection this

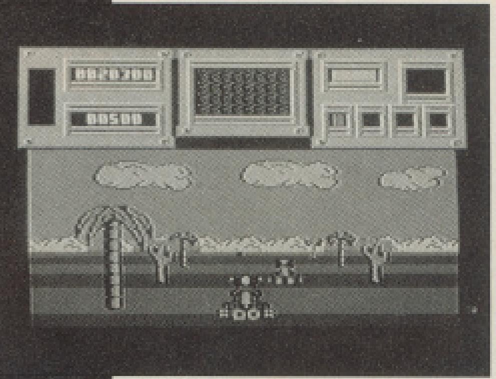


BIKE SIMULATOR

SKORE
45



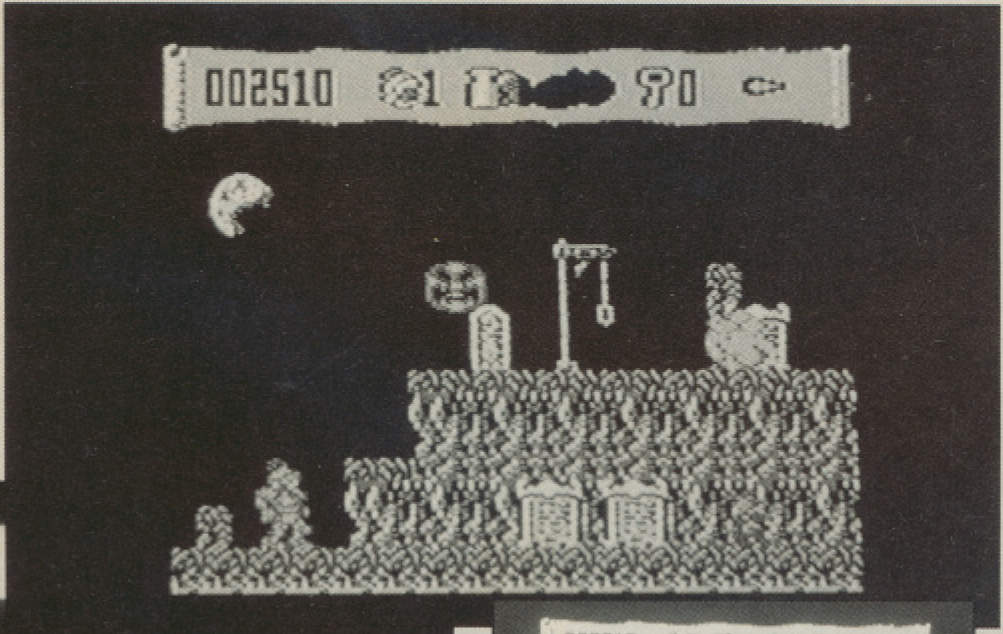


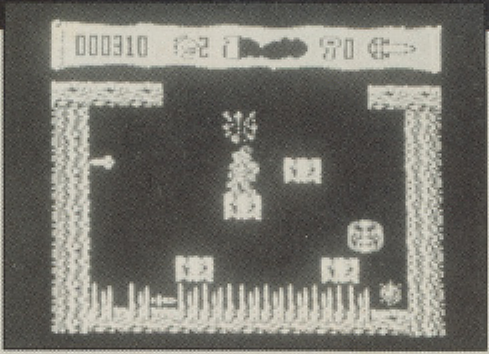


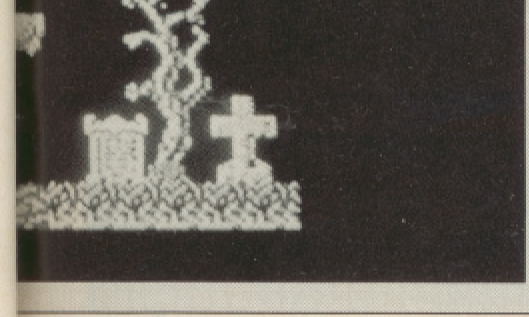
emulate a high speed race across different landscapes on a rather nifty brand spanking new hover bike. I say seems because it actually emulates the background graphics of a particularly bad indie video, or a migraine that'd put you out of commission for days.

You fly around at high speeds (?) shooting other bikers and collecting the money that they poop out onto the road. You enter a shop at certain points and you can spend your money on other weaponry, and if there's much more to it than that then I can't say I'm sorry that I've failed to grasp the point.

RH







game looks a tad similar, is that a Ghosts and Goblins type of character? Well, yes but Prince Clumsy is actually better than the official version, and offers slightly more in the fact that it is an arcade adventure. You have to bound around a medieval background and find keys in order to open a portcullis at the end of each level and you must find the fair princess on the last screen.

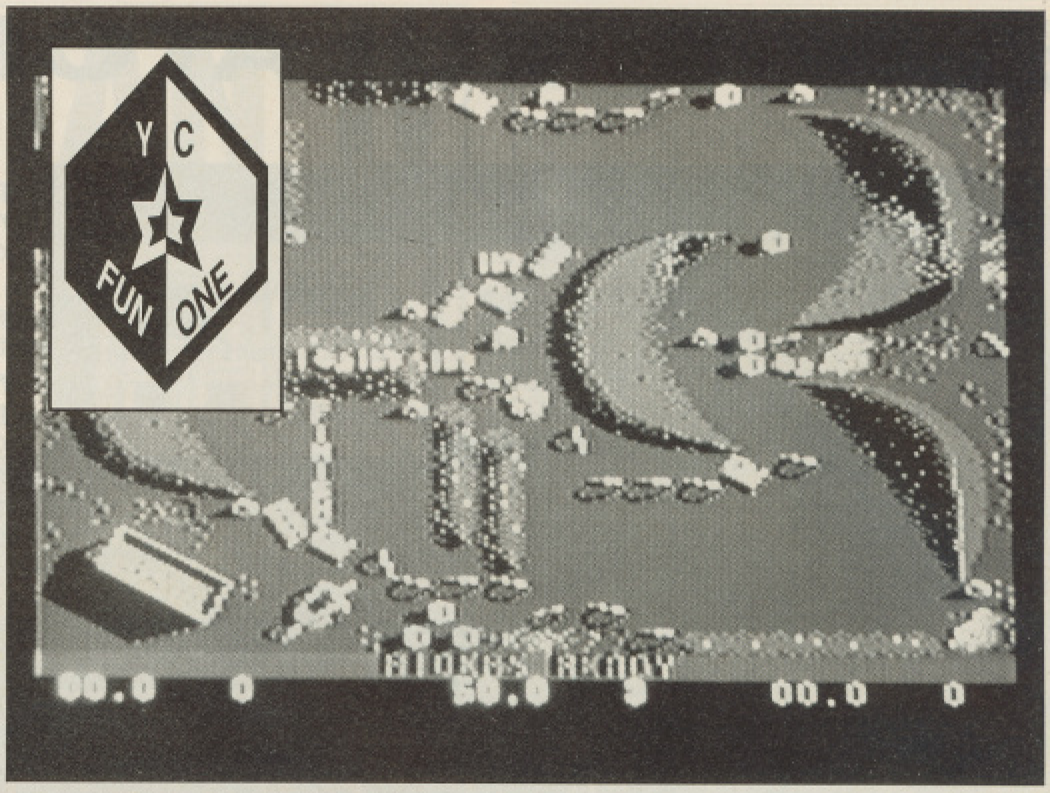
The most impressive thing about this is not the gameplay, although it's just about as addictive as most, but the graphics are easily the quality of many full-price games. The only thing I don't get, this is supposed to be a game orientated for kids. I'd say that it's far too hard for younger children, but is a game that should be recognised for it's quality by everybody else.

RH

SKORE
94

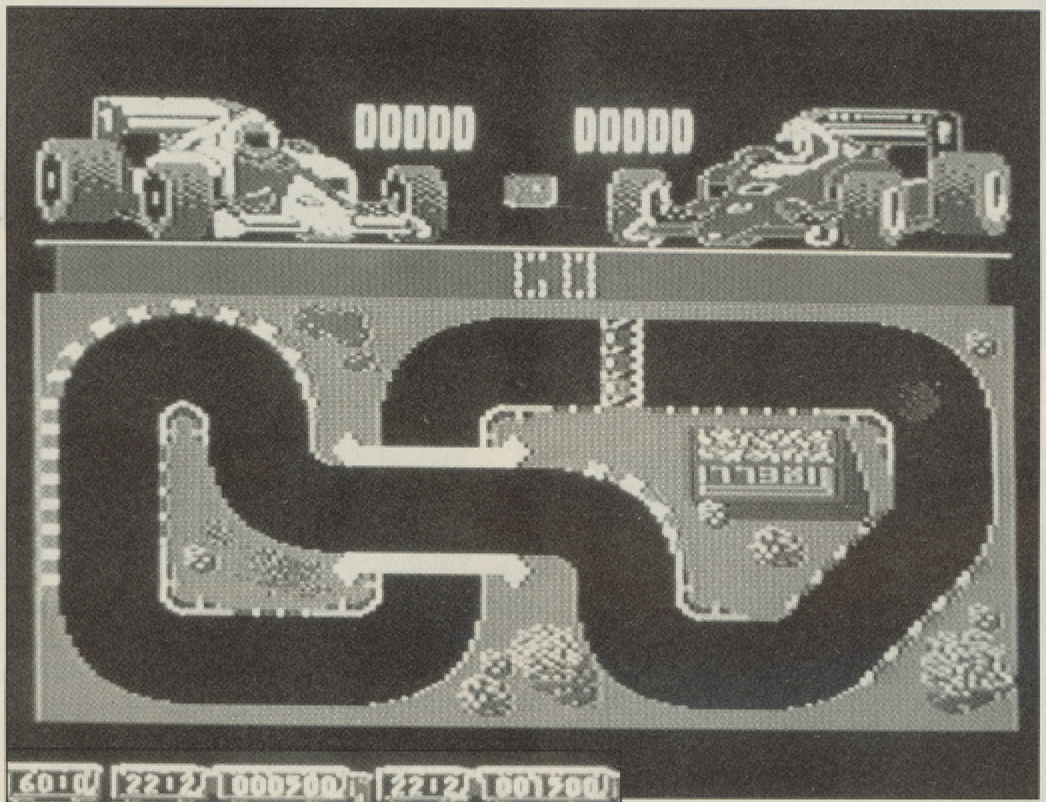
PRINCE CLUMSY

4 QUATTRO SPORTS



Codemasters
£2.99

Makes sense dunnit! Four of Codies best sports simulators are revitalised on this excellent budget compilation, and the most impressive thing is that any of these games would still impress if they were on their own. Grand Prix Simulator is a little like Super Sprint, and for my money this was far better than its very own sequel, and was one of the highlights of the Codemasters range.





Pro Ski Simulator won countless awards and rightfully so. The controls take a while to get the hang of but once you do you realise this is fairly like a Super Sprint in 3D and on snow. The graphics are pretty neat too.

Pro Snooker Simulator is possibly the weakest of the bunch, and you can only play it with two players.

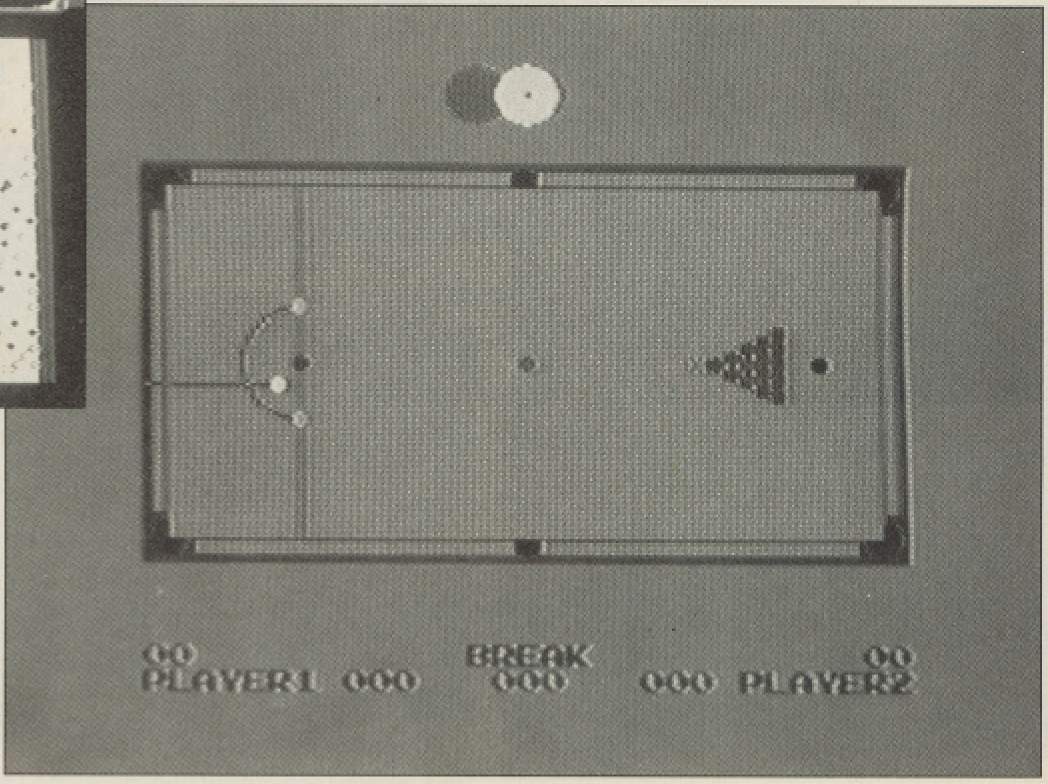
That said, it's better than Steve Davis' Snooker and has a very nifty option in the fact that you see your cue, and you must hit the ball much like real life.

But the grandaddy, and undoubtedly the best, game on this pack is BMX Simulator, the one which Codemasters grew. Programmed by Richard Darling himself, everything is right about it for a budget price.

A brilliant 'bargain' pack, and you'll not get better value for money (apart from buying a copy of YC for £1.95 and getting 3/4 games on every cassette).

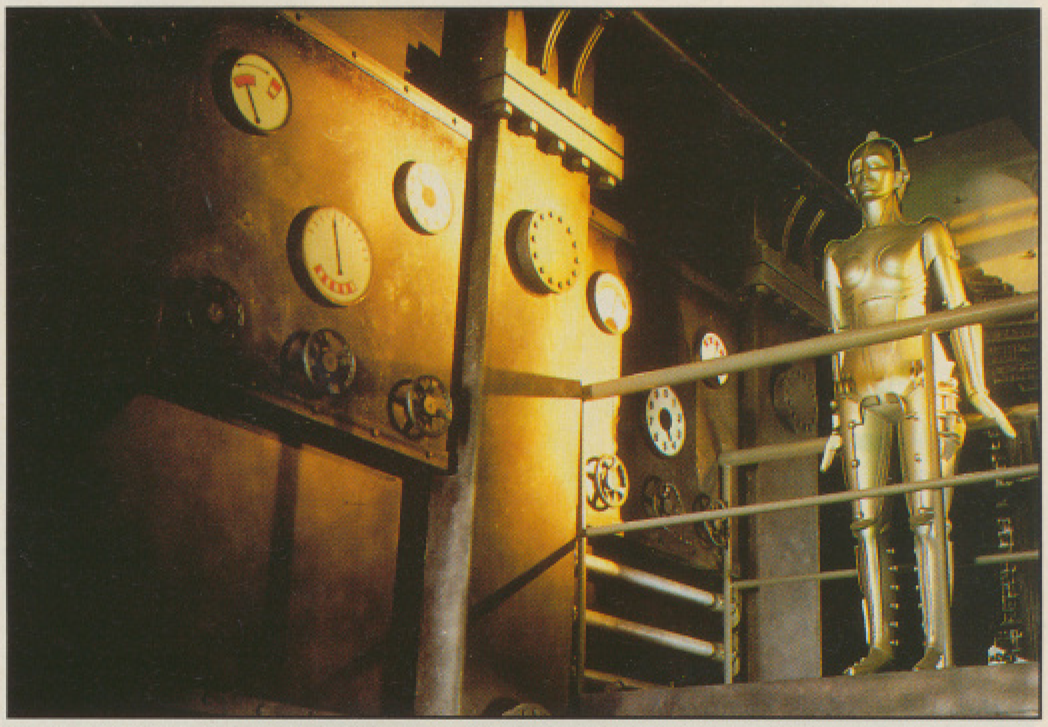
RH

SKORE
98



MOMI - HOW I LOVE YA!

The South Bank, home of the radist of skateboarders, and a place to chill. In the 90 degree heat that we've had this summer Rik Henderson and his erstwhile photographer Jeffery "Born to Lig" Davy, trucked down to the Museum of The Moving Image and checked out the dopest tourist attraction around.



And for a moment we thought that this 'False Maria' from Fritz Lang's *Metropolis* was the real thing!

When the weather is hot, hot, HOT and you're wearing your most unfashionable jeans that you possess (all the rest are in the washing machine), along with your baggiest of shorts) the last thing you want is to hang around a packed Waterloo Station waiting for a rather late companion. But when he arrived with shades on and dashing wildly up the escalator with a large, metal photography case flapping around, clubbing the other passengers, then laughter just about quells any tension set before hand. After this any museum would seem like a picnic in comparison.

But No. The Museum of The Moving Image is no ham sandwich and a litre of ginger beer, nope you should be prepared before hand to spend long hours of informative fun. We strolled through the door expecting it to be quiet and looking forward to a couple of hours of unhurried browsing, but there were screaming hordes of Neighbours fans sticking bubble gum in each others hair and flicking boogers at each other and things. That's right it was school-outing-aargh-where's-the-teacher time? There were about three groups of these rabble so we had the right atmosphere.

Once we managed to burst our way into the museum we realised that it was arranged in a chronological manner (it was set through different time periods, John!) so we had a look at the really dull flick animation parts, and quickly sped to the 'What The Butler Saw' naughty peephole machines. These cost ten pee a go, so after we'd blown the entire 'YC on the road' budget and had one go we plodded around to find other exhibits that you could poke, switch or prod. Unfortunately it was very difficult to wade through the brat pack in order to do so.

Luckily there is an abundance of such gadgets, so for us cool cats it was twiddle time in South Bank city. And after we'd skipped past all the intricate photography sections, and the Birth of Hollywood (Mr. Hollywood was waiting outside smoking a huge cigar), we came up to the German expressionist period, and scenes of a film that was suggested for the more mature of visitors (we pretended to be grown ups, so we could stick around). Nothing much happened, just a girl standing there with her mouth agog, and a bloke with his mouth agog and that was about it for us, so we trucked over to the MOMI Control Room and I watched ten minutes of excellent footy on one of the sports channels of satellite TV.

Then it was on to the coming of



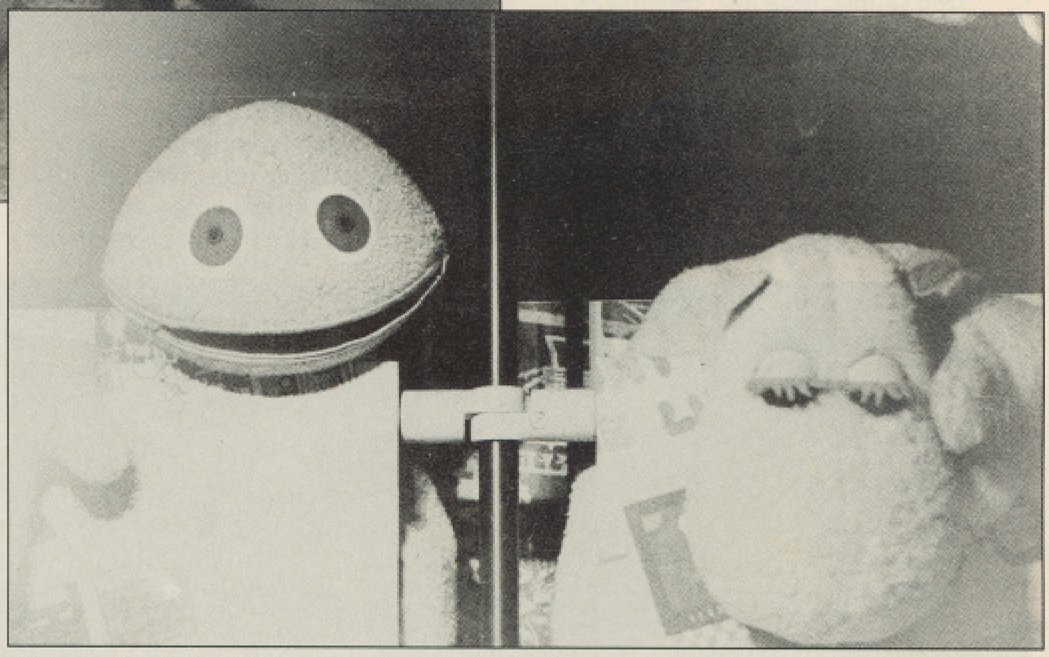
***Mae West's Lips* by Salvador Dali with Hitchcock's *Spellbound* (Dali Paintings) in background.**

feature







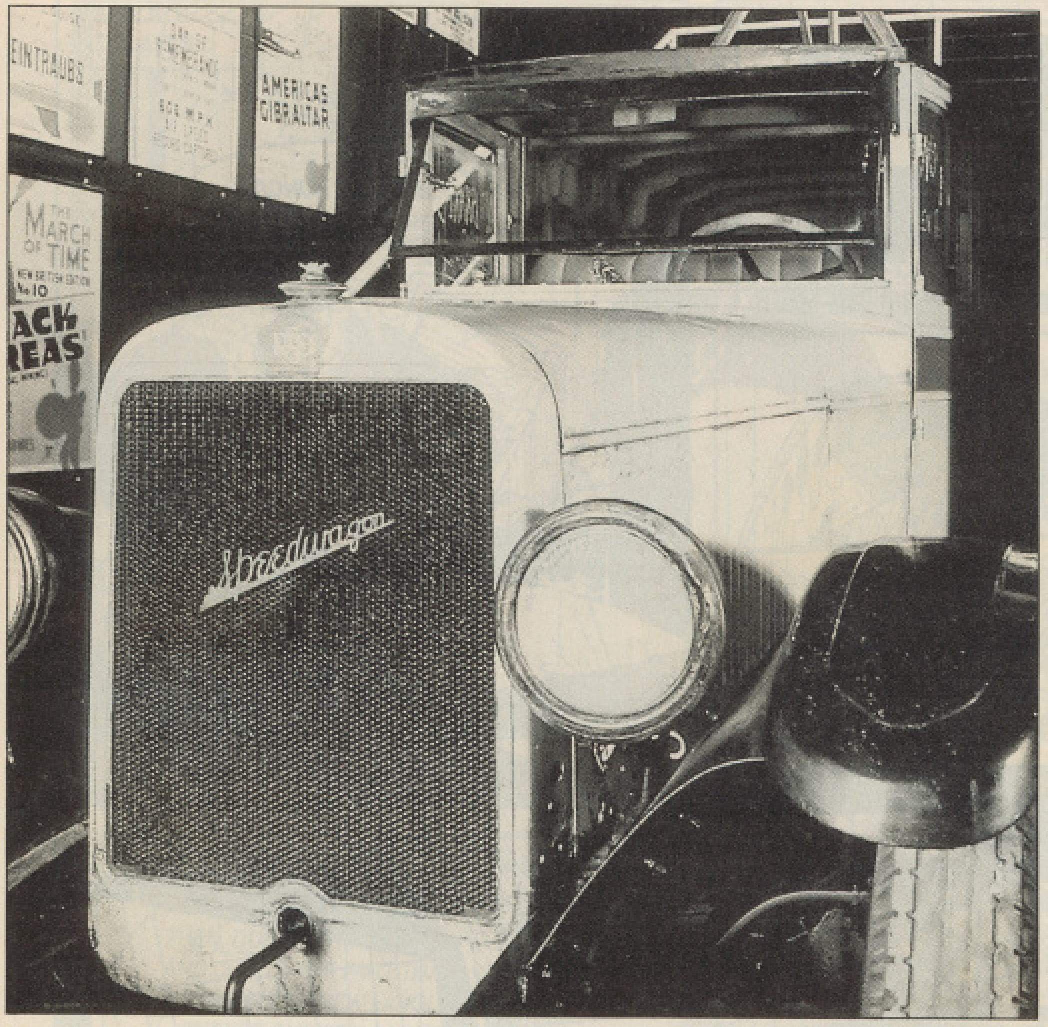


sound, which was portrayed using the ancient Al Jolson singing Mommy, kind of touching don'tcha think. Then it was a quick dash through the animation studio, and loads of kids sprawled around drawing on Zoetrope strips in order to see their work really MOVE. And then, around the corner, came the exhibit that really emphasises the feel of MOMI.

The Hollywood set, in front of the splendid reconstructed Odeon cinema front (full size, an' all), is a place full of things to do, and it is here that we found the first 'live' exhibit, in the shape of an actress portraying, well erm, an actress who frantically tried to drum up some interest in the American tourists studying the wild western set. Eventually a bunch of kids, with Zoetrope strips clasped firmly in mitts, strolled onto the scene and a camera test was arranged with the public forced to don cowboy hats, and a great fun time was had by all, even Jeffrey, although I will never know how he got his camera in THAT angle.

And from that moment there is less to read and more to do, and actors and actresses come from every angle in order to force an increase on the realism side. They're a bit like the guards outside Buckingham Palace, no matter how much you verbally prod them, they'll not stray from their roles. It is also a lot more recognisable for us that haven't been around for half a century. And once you have passed through the MOMI cinema, where you can watch a whole film if you so much desire, and even seen the projection room, it's TV time where such stars as Muffin the Mule and Captain Scarlet are on show, along with a few of the TVs throughout the ages.

This is where they have an enormous video jukebox, showing pop culture from the 50s to current films. All you do is select a topic and you'll see a few rad clips from one of the better movies of the genre. I predictable chose horror and we were there for hours watching clips from films like Friday the Thirteenth (it was amusing to see the forefather of numerous horror flicks, such as Friday the Thirteenth 2, 5 and 12).



It was once we had gone down the stairs that we realised that something awesome was on us. Something so sacred that for a moment I thought we had found the holy grail. But no, for there before us was Kylie's Wedding Dress. Aaargh, scream! What a moment for all the Neighbours fans that stood around it with blank expressions and mouths open as if worshipping a new form of god, the god of mass hysteria.

Fears were further realised at the Neighbours exhibit where a bunch of girls (who were standing in front of Sooty - sacrilege) watched the same five minute clip of a November 1989 episode around three times. They've been brainwashed, anyway Home and Away is miles better.

We also had a good old chuckle at Alf Garnet's bigotry in the toilet, and it was then that the interview with Barry Norman was a must for an aspiring megastar like myself. Such classic words were uttered from myself ("what do you use your television for, education or purely entertainment?" says Bazza. "A fish bowl", utters the biggest of Eds) that all the spectators seemed to dash with immense admiration to the loo. After such brilliance I didn't really want to force myself reading the news down everybody's throats too, a few minutes of me on the box is enough for now.

And a quick look at the Science fiction display was about it. Down the stairs was the special changing exhibit (or so it says in my programme), and my guess was that it was in mid-special changing mode because a load of builders were shifting bits of wood around. Ah well.

So the day came to a close and only because we skipped huge sections. If we'd have stopped and have done absolutely everything, we'd still be in there now. There is so much to see that this is one of the most entertaining museum I have ever been to. Forget crabby old mummies and tombs the size of the yellow pages, convince your teacher to take the class to MOMI. And if you don't go to school (or you're bunking off or something) get a parent to take you, you'll learn so much about the box in the corner of your room, or the history behind the traditional flea pit. By the way it is not somewhere to go snogging with your girlie/fella, or else you might be mistaken for an exhibit yourself.

LOCATION

MOMI is at The South Bank Centre, Waterloo, London SE1 8XT, and is situated between the Royal Festival Hall and the National Theatre.

OPENING TIMES

Tue - Sat 10:00 am - 8:00 pm
Sun and Bank Hols 10:00 am - 8:00 pm (Jun - Sept)
Sun and Bank Hols 10:00 am - 6:00 pm (Oct - May)
Closed Mon (and 24th-26th December)

ADMISSION PRICES

£3.50 adult
£2.50 child, student, OAPs, UB40s (Adam and The Ants?), Registered Disabled
£10.00 family ticket (up to two adults and four children)

MOMI COMPO

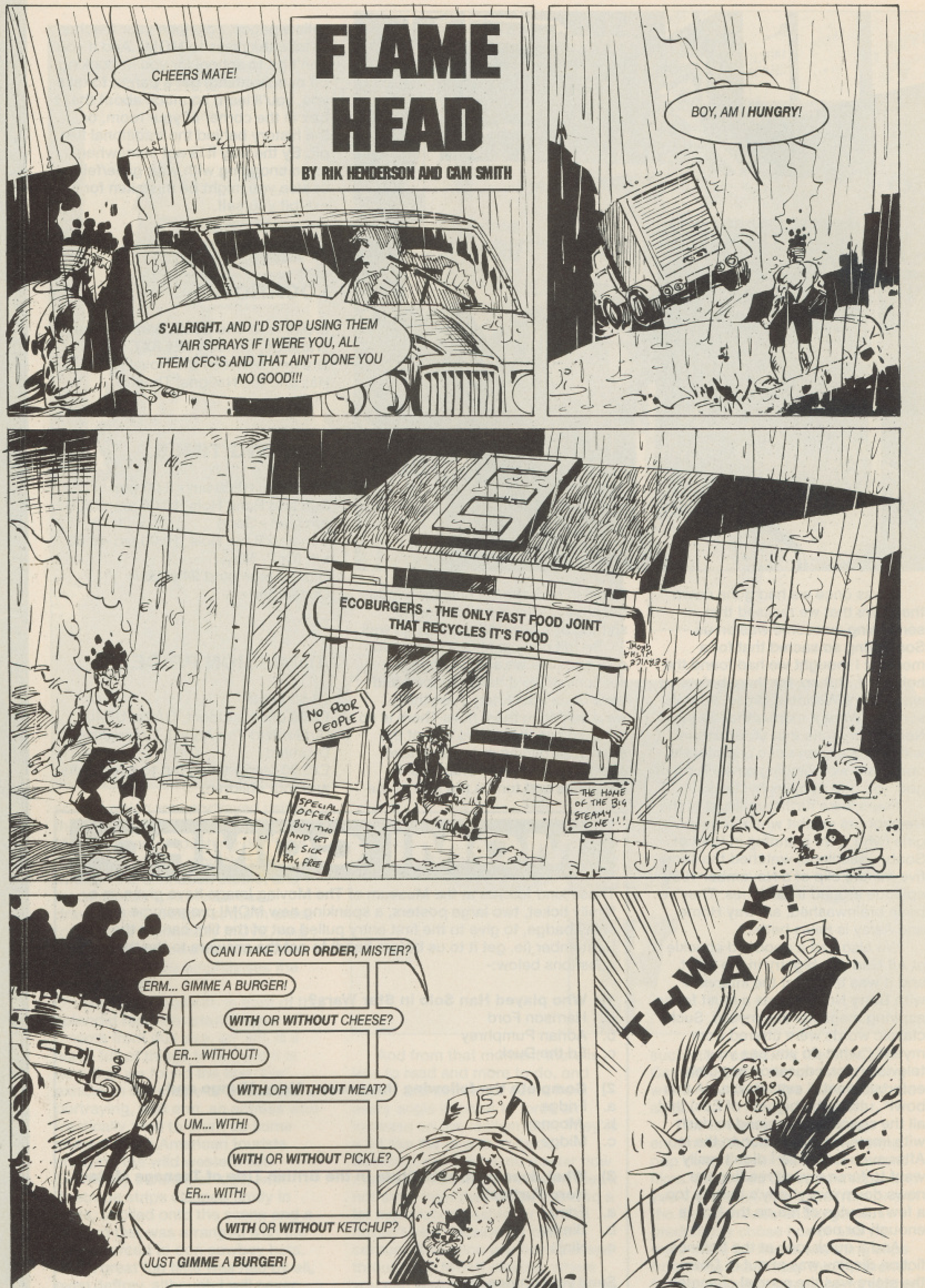
Those kind folkses at the Museum of The Moving Image have given us a family ticket, two large posters, a spanking new MOMI programme and a shiny badge, to give to the first entry pulled out of the film can on the 30th September (ie. get it to us before hand) to get the answers to the three questions below:-

1) Who played Han Solo in Star Wars?
a. Harrison Ford
b. Adrian Pumphrey
c. Ed the Duck

2) Complete the following threesome, Mary, Mungo and .....
a. Fridge
b. Mooney
c. Midge

3) What does Hero substitute in the British Title of Teenage Mutant Hero Turtles?
a. Fried
b. Bimbo
c. Ninja

Send your entries to:-
I Want my MOMI Compo, YC, Alphavite Publications Ltd, 20 Potters Lane, Kiln Farm, Milton Keynes, MK11 3HF.


FLAME HEAD
BY RIK HENDERSON AND CAM SMITH
CHEERS MATE!
S'ALRIGHT. AND I'D STOP USING THEM 'AIR SPRAYS IF I WERE YOU, ALL THEM CFC'S AND THAT AIN'T DONE YOU NO GOOD!!!
BOY, AM I HUNGRY!
ECOBURGERS - THE ONLY FAST FOOD JOINT THAT RECYCLES IT'S FOOD
NO POOR PEOPLE
SPECIAL OFFER: BUY TWO AND GET A SICK BAG FREE
THE HOME OF THE BIG STEAMY ONE!!!
CAN I TAKE YOUR ORDER, MISTER?
ERM... GIMME A BURGER!
WITH OR WITHOUT CHEESE?
ER... WITHOUT!
WITH OR WITHOUT MEAT?
UM... WITH!
WITH OR WITHOUT PICKLE?
ER... WITH!
WITH OR WITHOUT KETCHUP?
JUST GIMME A BURGER!
WITH OR WITHOUT A LONG WAIT IN THE QUEUE?
THWACK!


LATER...
DO YOU, FLAMEHEAD, PLEAD GUILTY TO THE CHARGES OF GREVIOUS BODILY HARM, THEFT OF FIVE TONNES OF ECOBURGERS AND MISUSE OF AN ECOBURGER THICK SHAKE - WHICH IT TOOK SKILLED SURGEONS SEVERAL HOURS TO REMOVE?
YEP!
THEN, DUE TO THE CHARGES AND DUE TO THE FACT THAT I DISLIKE THESE NEW FANGLED 'BICYLE SHORTS', I MUST DO MY WORST!
I SENTENCE YOU... COFF... I SENTENCE YOU TO... JOIN THE POLICE FORCE!
NEXT: NUMBER 10

MEAN S

Okay. It's time to get tough. Let's face it, how many people do you know that are called Tex Murphy? If I were called Tex Murphy then I'd become a private detective, just for the advantage of not having to introduce myself to as many people. However, in Mean Streets you don't have any option - you're stuck with the name. Oh well, just avoid everyone and pretend to be working.

Never mind the name. Your nomenclaturical difficulties will be forgotten when the first paycheck comes through the post. After all, you have been hired to perform a major investigation involving a Professor, his daughter, a post mortem and a hitman from Detroit. Sounds interesting doesn't it. There is however a snag, in the form of extreme danger to life at the hands of the hitman's gang and some very hot pieces of lead in the form of bullets.

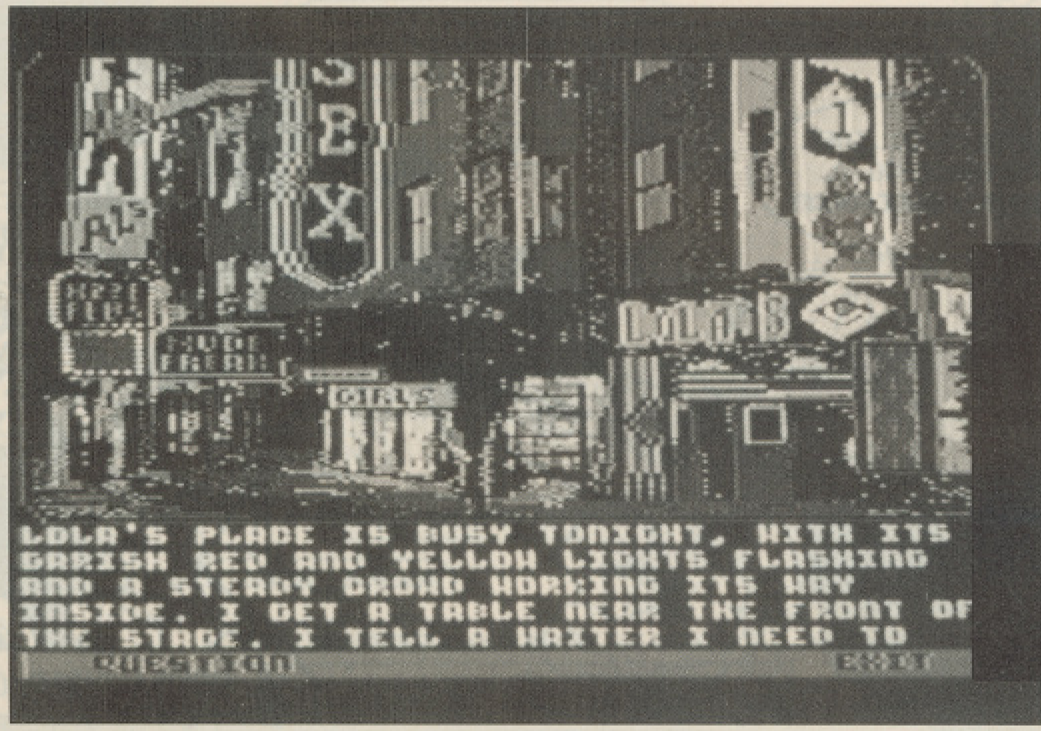


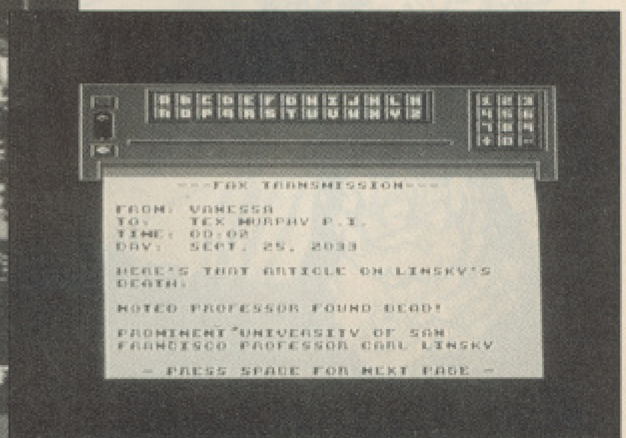
Coo, doesn't he look glum? Oh I see why.. He's an accountant, that explains it all!!!

The game is set in the future, 2033 to be precise, which is why your car can fly as well as having an in-car fax and computer system. There's even a car phone. All that's missing from your yuppie image is a stripy shirt, braces and a double-barrelled surname. All of your investigating is conducted from the car, which is a very useful piece of crime busting equipment indeed. There are many different locations available to visit, and the game is set over a map of the West coast of America.

Professor Linsky has apparently committed suicide, but his daughter Sylvia refuses to believe the police's decision and so has hired you to find out the truth. The Prof was in neurosurgery at San Fransisco University, but left to work on a secret project. Three weeks later, he was found after jumping off the Golden Gate bridge, with a witness to the incident to boot. Your task is to use all of your investigative skills to suss out the truth and so convict his murderers.

As is usual with investigation games, you start off with a minimum of information, only three locations are revealed to you. These locations are given in the form of co-ordinates to input into your navigation computer. The car then homes in on the location and you can either fly it manually or use the autopilot to

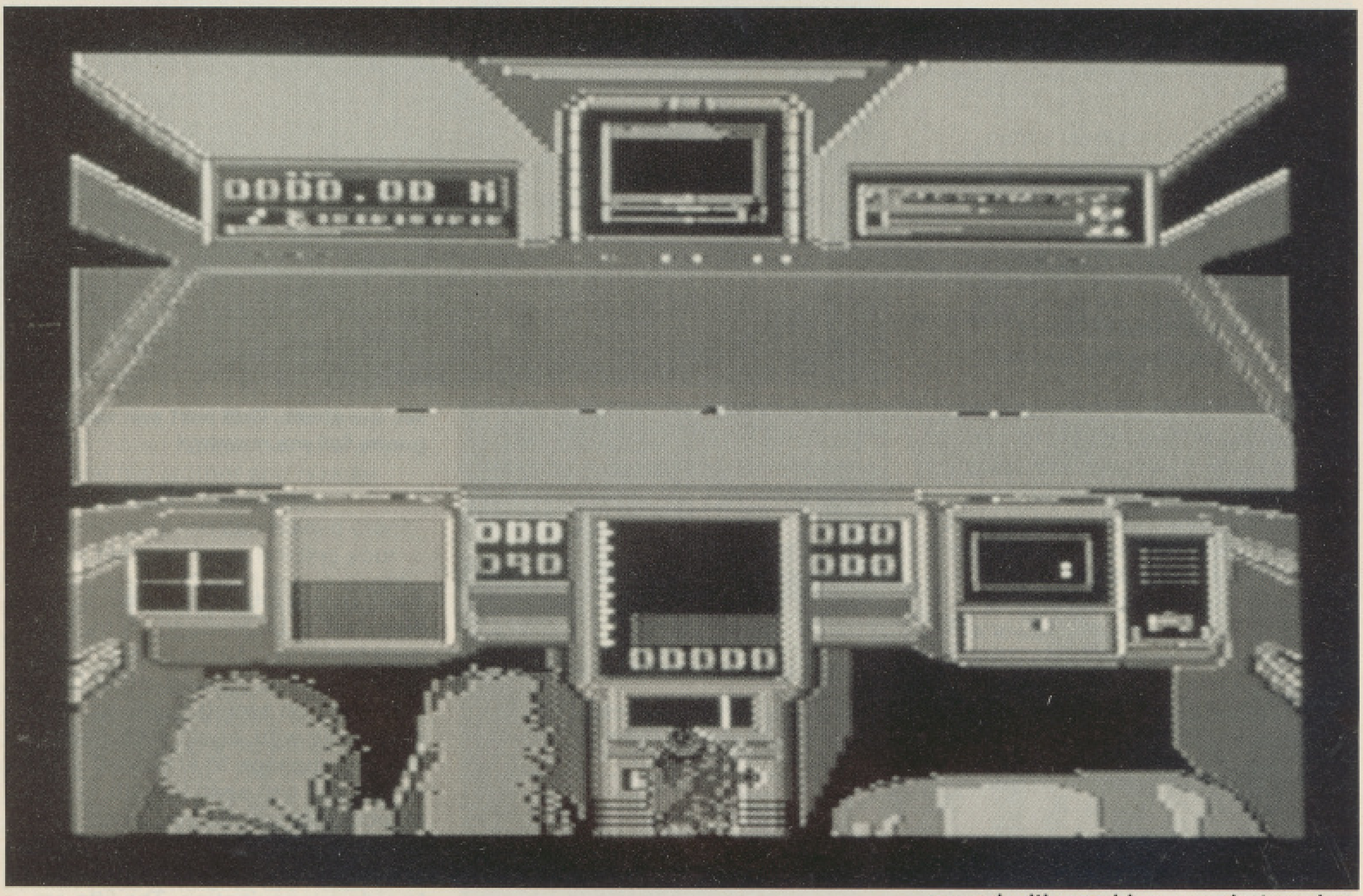




STREETS

reach your destination. Once you arrive at the location you can check out the building. There are different types of building; private rooms, laboratories and warehouses. These may be inhabited by characters, the bad guys or just deserted.

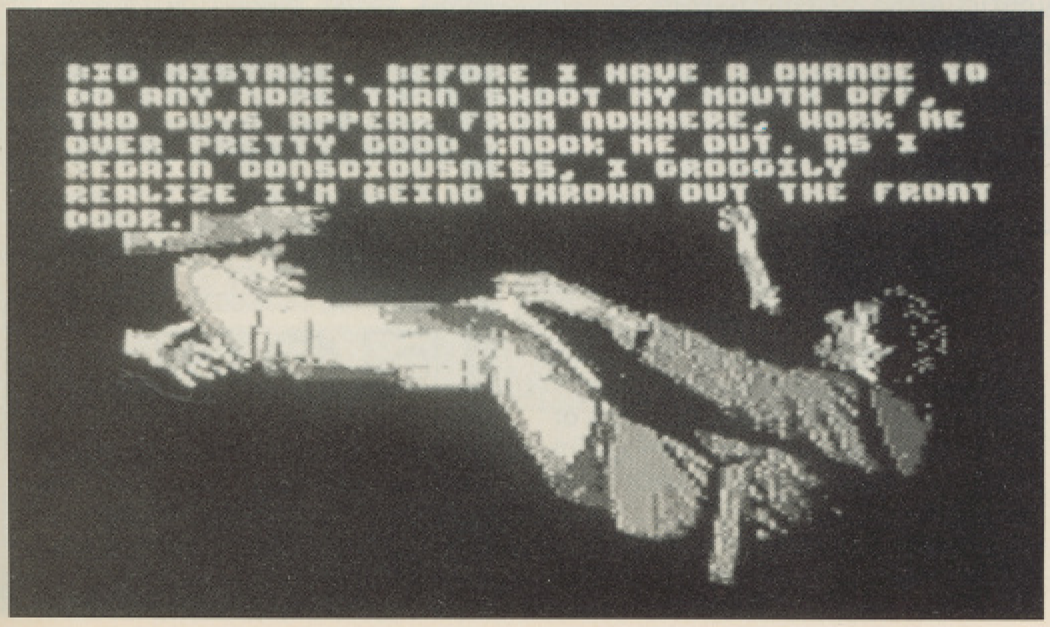
If the place is empty then you can search for items, clues or information to aid your investigation. If there is someone at home then you can ask them questions to glean information. However, if the gang have taken over a location then you'll have to fight your way in. They will no doubt be



Zooming along in my gravity hopper hover thang and it still doesn't look any less red out.

armed with machine guns but you've only got a pistol. The shooting screen is an arcade game sequence. The baddies shoot streams of bullets at you. You can duck behind objects and run forward, shooting at them and avoiding the flying lead. It's a toughie even for good arcade players and this might put off hardened strategists. I would have liked to see an option to skip this section of the game but no doubt the programmers thought it necessary.

The game is nicely playable and has some great graphics, with an unusual mix of flight simulation type, 3D and side on view arcade modes being used. Odd but good, with nice use of colour and sound effects. Mean streets is a nice product with bags of lasting interest and good presentation. One to look out for later this year.



review

DIE HARD



ACTIVISION – £9.99 Tape, £14.99 Disk

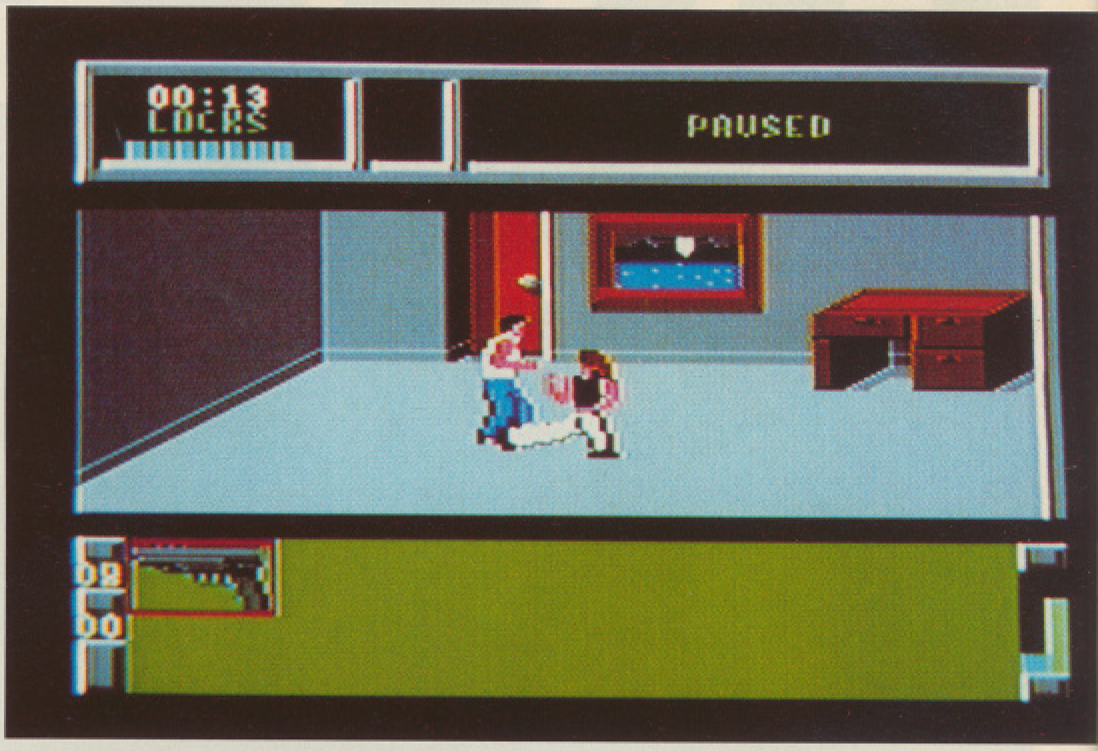
Brucie is here with the prequel to his sequel. Ash. doesn't have his balding patch but the paunch is getting there.

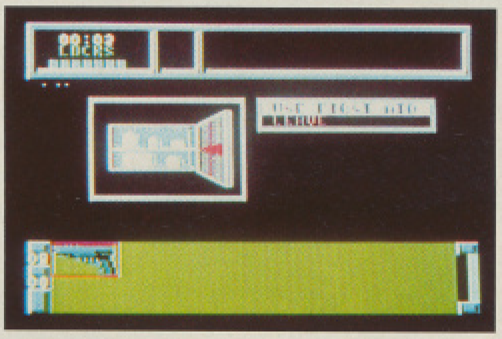
H. M. Government health warning: playing this game may seriously damage your hairline! Yes, a chance to become Bruce Willis for the day and take on the evil Hans Gruber. Can you thwart his attempt to get rich very quick, kill a few innocent bystanders and destroy a tower block?

Whilst the latter of his intentions may please Prince Charles the other two won't go down well with anyone. Especially if you happen to be a balding film star whose wife is one of the hostages! Not even Bruce Willis could afford the $600 million that Gruber plans to nick. But Gruber hadn't reckoned with the power of Love (or Brylcreem) and you decide that enough is enough, and that you'd rather have the wife back because she doesn't have a life insurance policy.

Anyone who's seen the film will no doubt recognize the plot. But on to the game itself. The tower block happens to be one of those annoyingly large places that cleaners get lost in and British tourists go to for their holidays. As Brucie you have to hunt down Gruber's gang one by one, thus reducing the odds stacked against you and increasing the chances of (a) your eventual escape in one piece and (b) the rescuing of your wife, also in one piece. Our hero can either use one of the many readily available weapons to despatch the bad guys, or do a bit of the old one-two and pummel them to death. This makes for an awful lot of controllable actions from the joystick but then who said that a hero's life is an easy one?

The game is viewed from the side. As you trog around the screens you'll notice lots of terrorists to bump off or be bumped off by. It's therefore a good idea to get aquainted with fighting rather fast or you won't be seeing anything, let alone your wife, again. Assuming that you manage to knock off a nasty or two you can search them to find objects that will aid you, such as weapons, ammo or whatever. Maps of the various areas can be accessed to aid your navigation. The lifts are not operational; however life isn't that bad, as you can play Tarzan with the fire hoses to gain access to new levels.





Ah, me shins. That hurt you cad. I'm gonna tell me mummy!

Fax

Bald Git

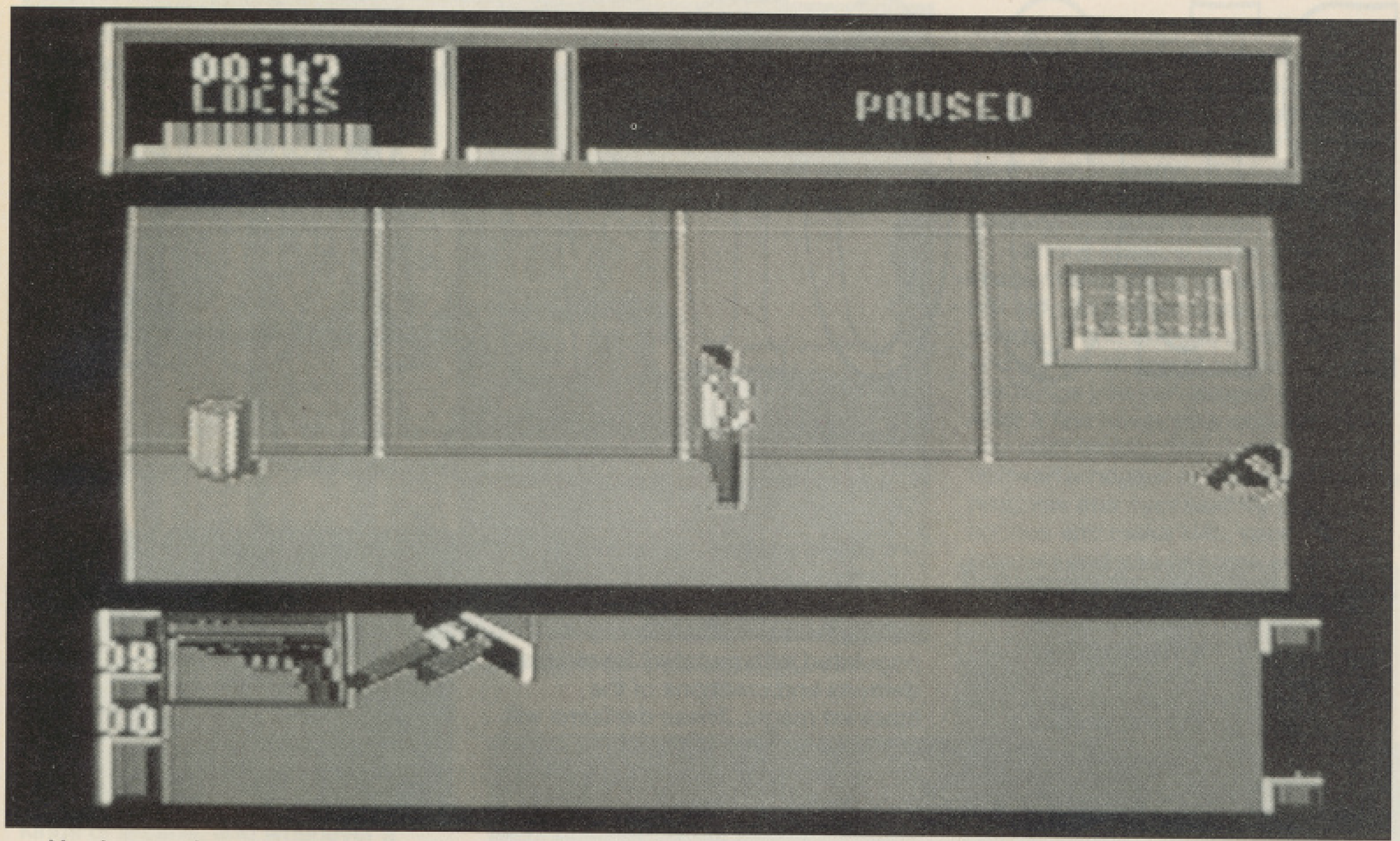
The film of this game turned Bruce Willis overnight from a fat bald person the wrong side of thirty-five into a fat bald film star the wrong side of thirty-five. It also made a lot of money, though just how much money I'm not going to tell you.

skorebox

7 7

5 5

overall 71



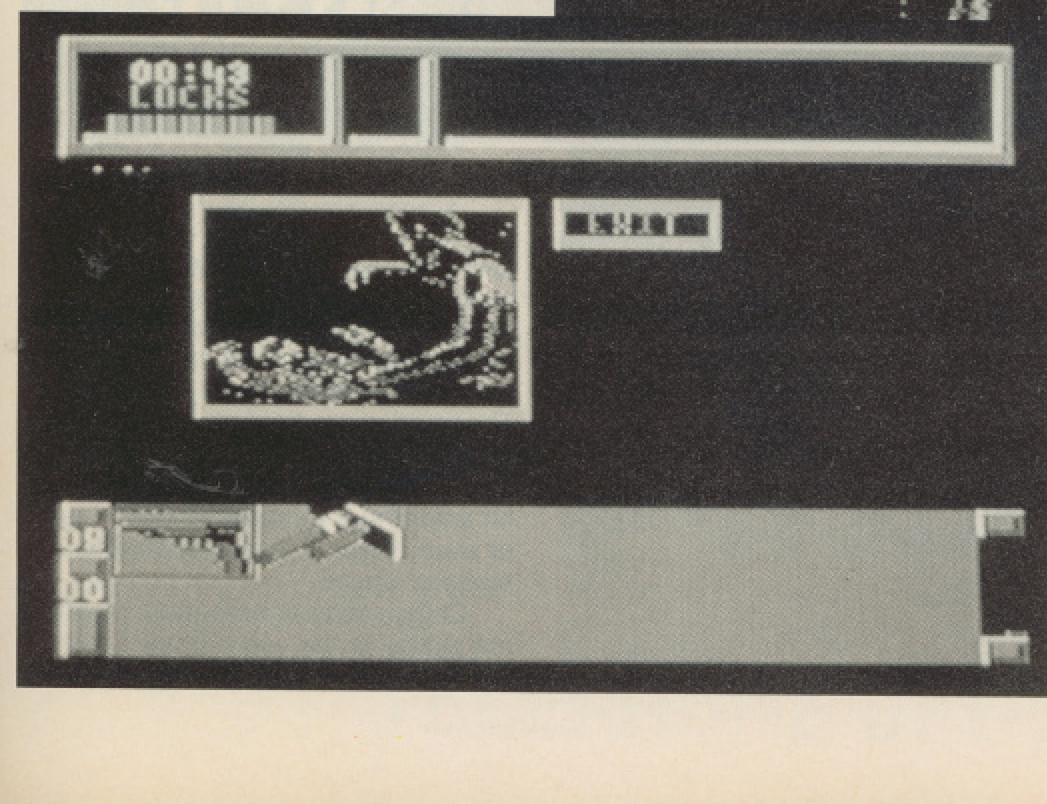
Where did you get them ciggies? Put them down this instant you disgusting fag breath.

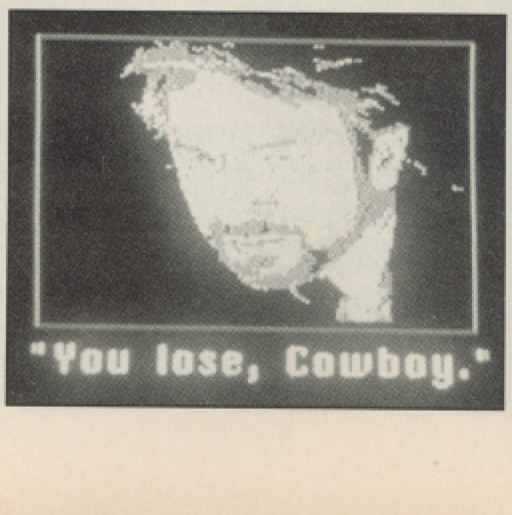
You have only twenty minutes of game time to rescue your wife. As well as all of your other problems, there is Killer Karl to be reckoned with. As in the film, this ultimately evil henchman hates your guts after you killed his brother and now he wants you dead. Survive his attentions and you can have a crack at Hans himself. He is holding your wife hostage and you have to shoot him without hitting her. Not easy even for an ex-Moonlighter.

The graphics are nicely done and very atmospheric. Sound is really functional, though useful at times you could probably do without it. Die Hard is a big game. The long term challenge exists only as a quest for high scores though, and once completed a couple of times I couldn't see it holding too much lasting interest.



Bruce's pectorals, bigger than the hair on his head, but that's not saying much.





BLOODWYCH



IMAGE WORKS - £9.99 Tape, £14.99 Disk

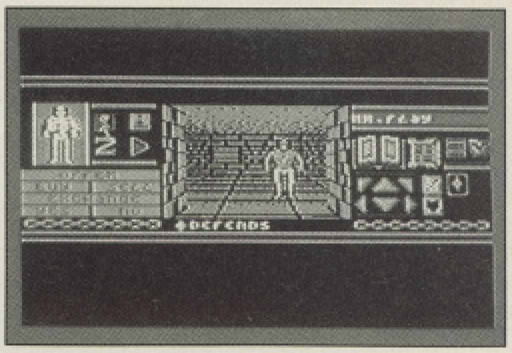
Death walks tonight, well Ash. does anyway. If you want a job done properly you'd probably need a bigger sword.

Legends tell of a certain breed of great adventurers, the order of the Bloodwych. These great heroes would take on all comers and defeat all foes in the pursuit of their quests. Now they have to be called upon again to rescue the land of Trazere. The problem is this. There was a member of the Bloodwych called Zendick. He was wise and powerful, yet his greed and ambition were his downfall and he became evil, finally destroying the land's guardian dragon. You have to take four adventurers through the deadly monster-infested maze of Treidadwyl and defeat Zendick.

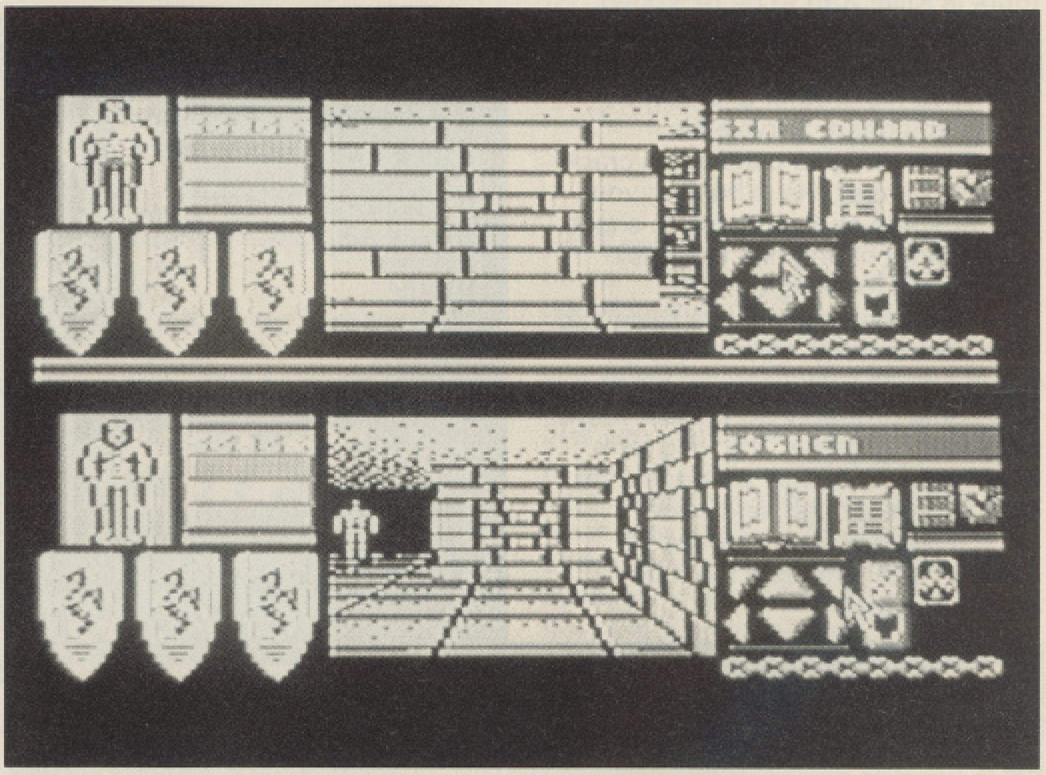
To perform this task you have to guide your adventurers through the tricks and traps of the castle, find the four crystals of storing and use them to destroy the evil tyrant. This is not going to be easy however, as a mind of evil genius (not to mention the programmers) has designed the ultimate in evil mazes. Just to make the place maintain its nasty atmosphere the place has been populated with mutated Trazerians, demons and creations of the blackest magic. These denizens will test your abilities to their full extent as you strive for everlasting light and goodness.

You start the game with only two party members. You have to find the other sixteen members of the Bloodwych and choose two more to give you the best fighting chance against Zendick. There are four types of party member. Each is represented by a suite in cards, i.e. hearts, diamonds, clubs and spades. The spades are fighters, strong in combat but weak in the grey matter department. Basically these brutes hit anything that answers them back, or even things that don't actually move or speak.

Clubs represent the mages, who are skilled in the use of magic and



Big meany monster to mash!

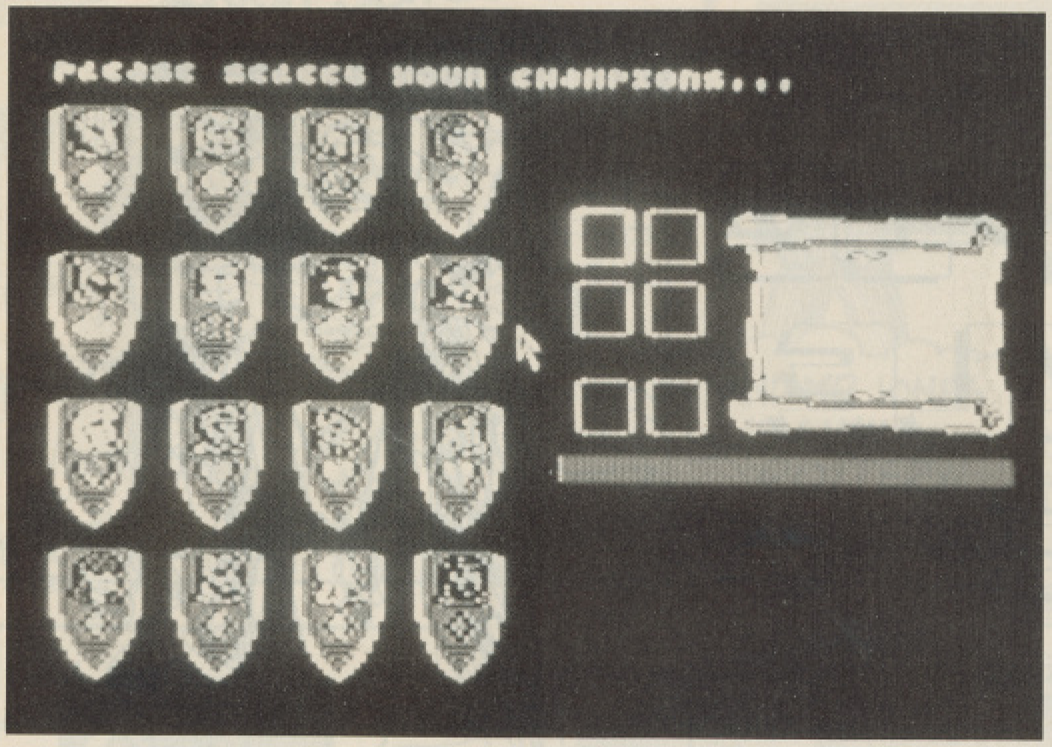


Corksalordy! Two way fun.

Fax

Fuzzball

Captain Caveman was in fact not a Captain at all, being afraid of water, yet he is reputedly one of the hairiest persons in history. Adrian Pumphrey beats him for hairy appeal but has not had a cartoon series based on him.



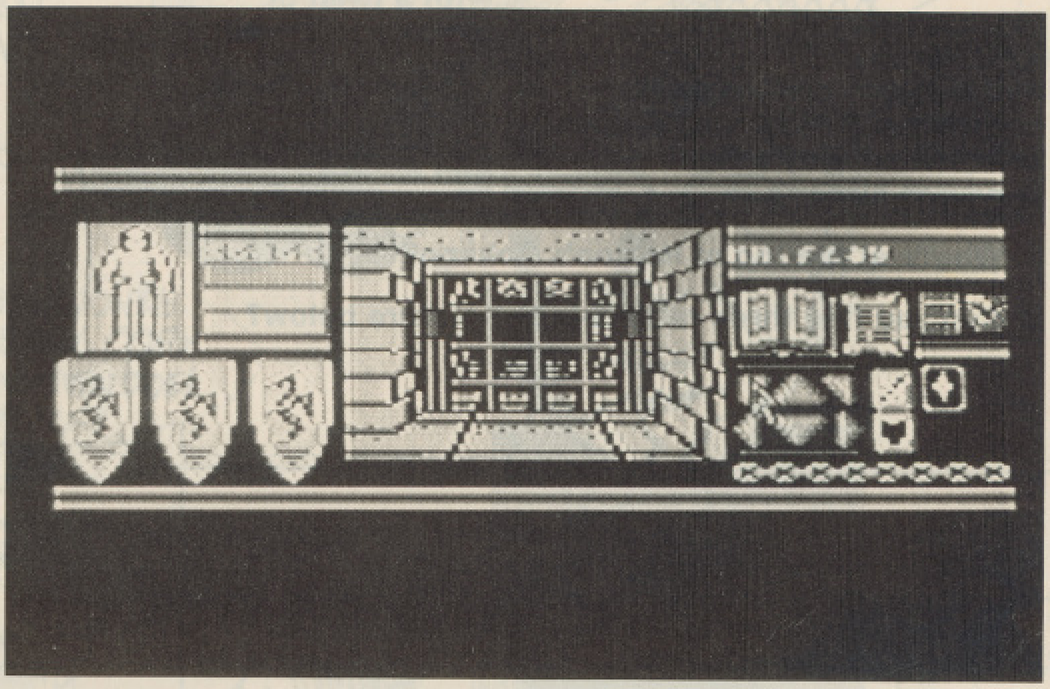
I'll take the gorgeous chick in the leather and Ash'll have the skeleton.

spellcasting and also double as clerics for when the party gets injured. They are well versed in all kinds of arcana, and whenever a magical problem comes up they can be reasonably expected to sort it out. The hearts are adventurers, all-round heroes who can become advanced in all skills but rarely become master of one in particular. Finally the diamonds are archers or assassins who are sneaky and skilled in accuracy and quick death. Not the person you'd most want working behind the counter of a chemist.

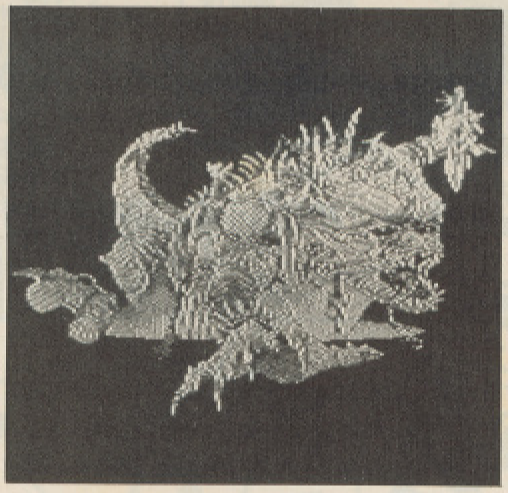
The characters can be viewed on screen. This brings up a list of their items in graphical form as well as their vital statistics and armour class etc. The mages have a spell book that can be viewed and spells selected. The game is joystick driven using icons, in other words you don't need to type in any of the commands whilst adventuring. Spells are selected straight from the pages of the book and cast at a press of the fire button.

You can dismiss characters from the party, reprimand them for bad actions or encourage them when things go alright. Dismissed members can be resummoned if necessary and the whole party can rest to regain spell and hit points. The movement is also icon driven which I felt was a mistake, as it is too easy to make a wrong turn by misclicking on the rather small icons. As you explore you are bound to come across a monster or two. Most people are unlikely to be diplomatic in such circumstances and will no doubt dive straight in to the fray.

Combat is a combination of clear thinking, preparation and good reflexes. Whilst you don't have to



Aha! I see a gate before me. Does it move? Naah, but mash it anyway.



Coo, doesn't it give you the willies?

fight in real time you do have to make the commands for the characters to obey. This means selecting spells and instructing them to fight in real time and a mistake can be very costly. With practise however you can get over the worst of the difficulties. The problems really are with spells because you have to select the power of the spell as well as its name which can take all too long when you're about to become a dragon's lunch.

Various magical items will be encountered along the way which will aid you in your quest. Powerful weapons and armour, scrolls, rings and wands of power are just a few of the things you can expect to find. After a few hours your characters can start looking like Arnold Schwartzenegger on steroids! As you progress and successfully perform actions and make kills, your ratings improve and you become even more powerful. Unfortunately the monsters also increase in might and cunning.

Bloodwych could have been a really nice game, however its fiddlyness makes it annoying to play and at times so frustratingly difficult to control that you'll probably give up. A nice try but it won't be everyone's idea of their favourite game ever.

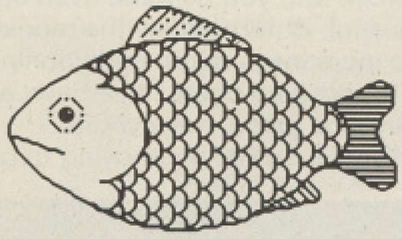
skorebox

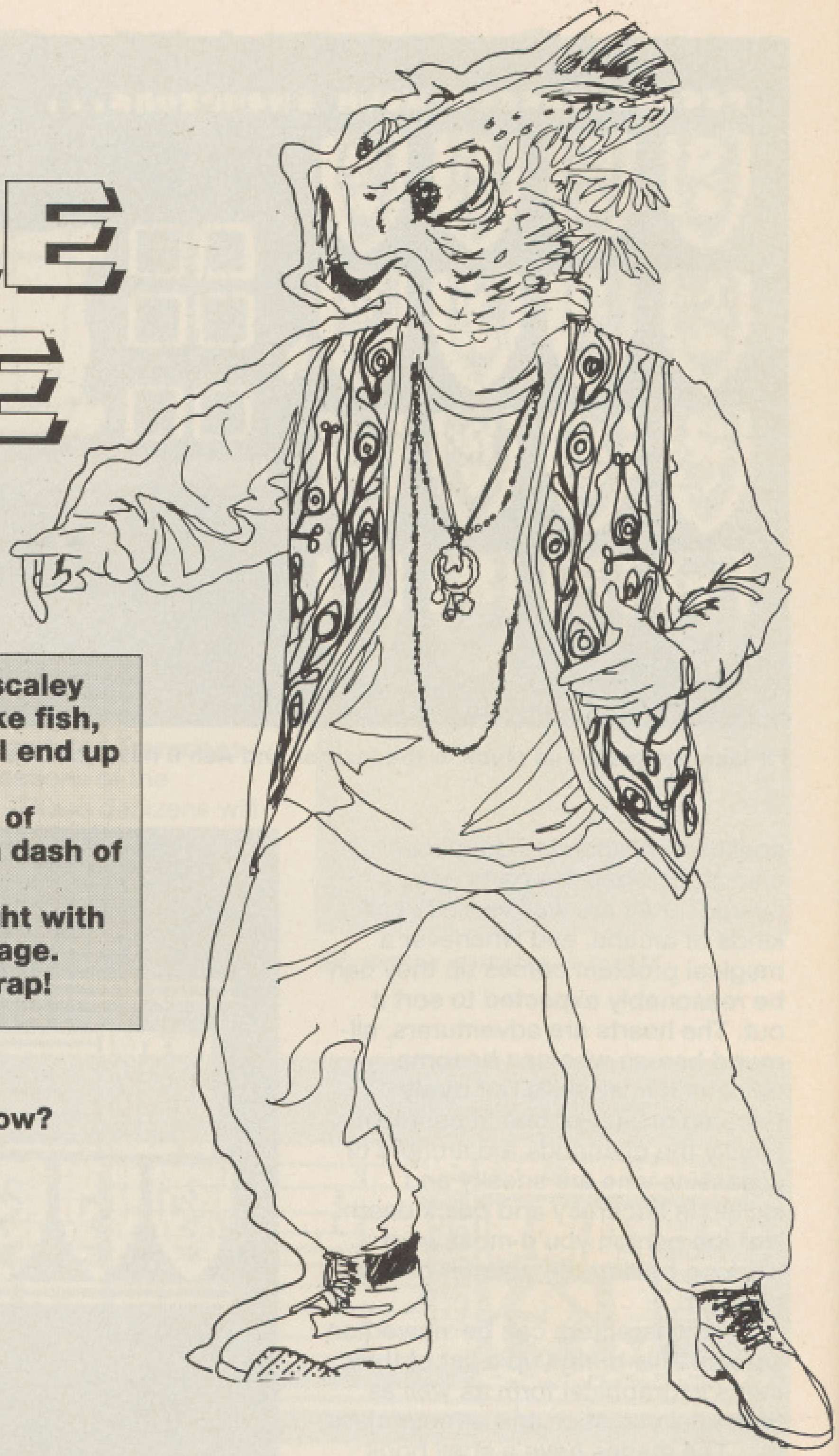
7 7

4 6

overall 71

THE PURPLE PUZZLE PAGE



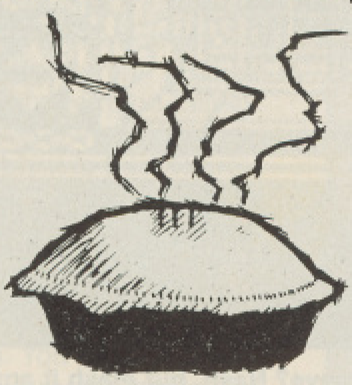


I'm purple, scaley
and smell like fish,
My mates all end up
on a dish,
With a twist of
lemon and a dash of
sage,
But I'm alright with
my puzzle page.
And dat's a rap!

1. If a plane crashes on the borderline of Spain and France, in which country are the survivors buried?

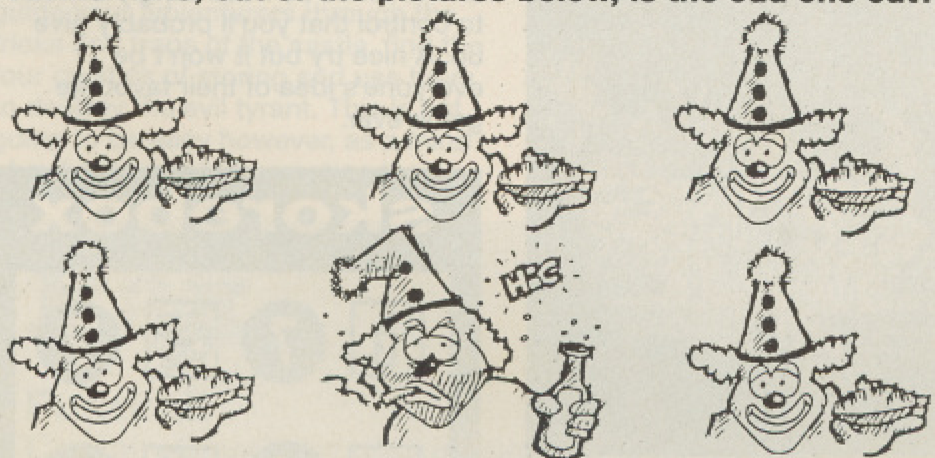
2. What's at the top of Nelson's Column?

3. Can you find three rabbits in the picture below?



4. What 2,000 x 52 + 96 + 8,798 x 45?

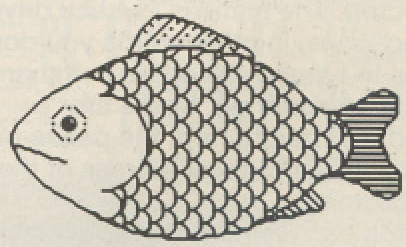
5. Which one, out of the pictures below, is the odd one out?



6. What do you get if you cross a hare with a mouse?

ANSWERS

1. Survivors aren't buried, stoopid! 2. Bird poo.
4. Oh bugger, my calculator's bust!
5. 3, all the rest are meths drinkers in their spare time.
6. The Animal Liberation Front lobbying your living room.



If you have some puzzles or jokes or raps or anything that you'd like the Great Purple Fishlord of Czar to use, send them in to the usual address and you could win a crispy fiver.

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MATHS TEXTBOOK
AND MR JONES IS SUCH A ROTTER!!
YOU KNOW YOU TOLD ME ABOUT THE SCHOOL COMPUTER CLUB?
YEAH?
MATHS TEXTBOOK
WELL I RANG F.A.S.T. AND TOLD THEM ABOUT IT.
AND HOWMR JONES LETS EVERYBODY COPY SOFTWARE, AND EVEN DOES IT HIMSELF?
I'M NOT SURE WHAT THEY'LL DO, BUT THEY WERE INTERESTED
I HOPE THEY GET HIM.
THEN I'LL SHARE THE REWARD WITH YOU!!

YC C64 C128

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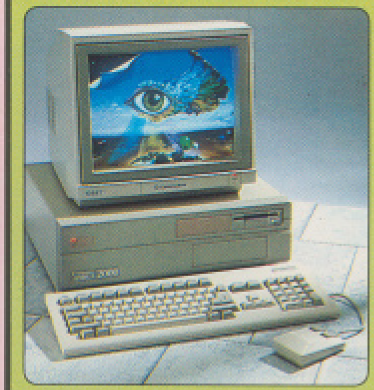
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